

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER



The
New Master

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AVATAR
THE LAST AIRBENDER.



The New Master

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10 9 8 7 6 5 4 3 2

There had been peace throughout the world
until the Fire Nation started a war.



Who can stop them and bring back peace?



K
A
T
T
A
R
A



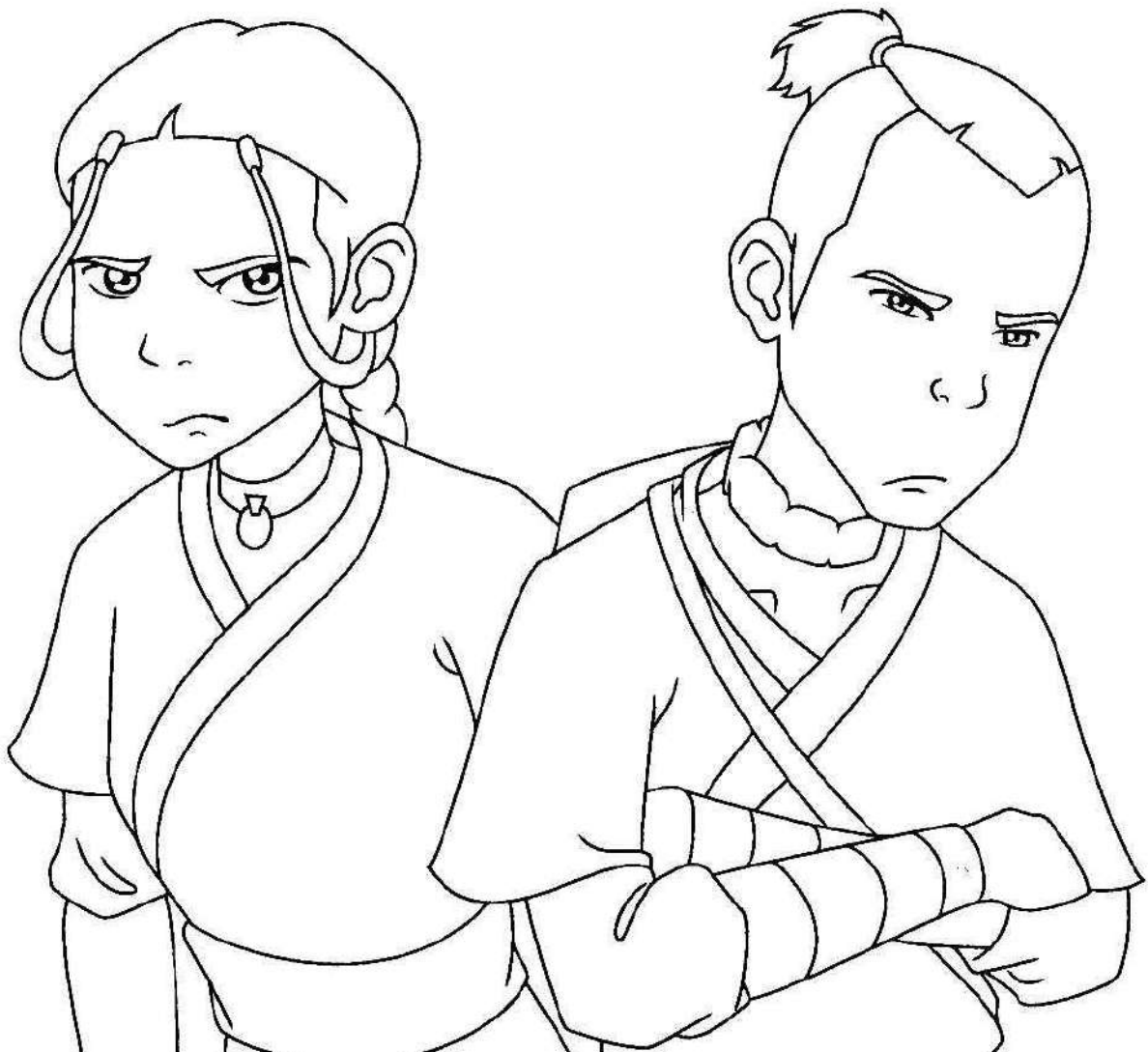
WHERE IS EVERYONE?

Katara's father and all the other warriors have left their village, so Katara and her brother, Sokka, are in charge. Use the code key below to find out where all the older warriors went.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

7 12 21 18 20 19 7 7 19 22

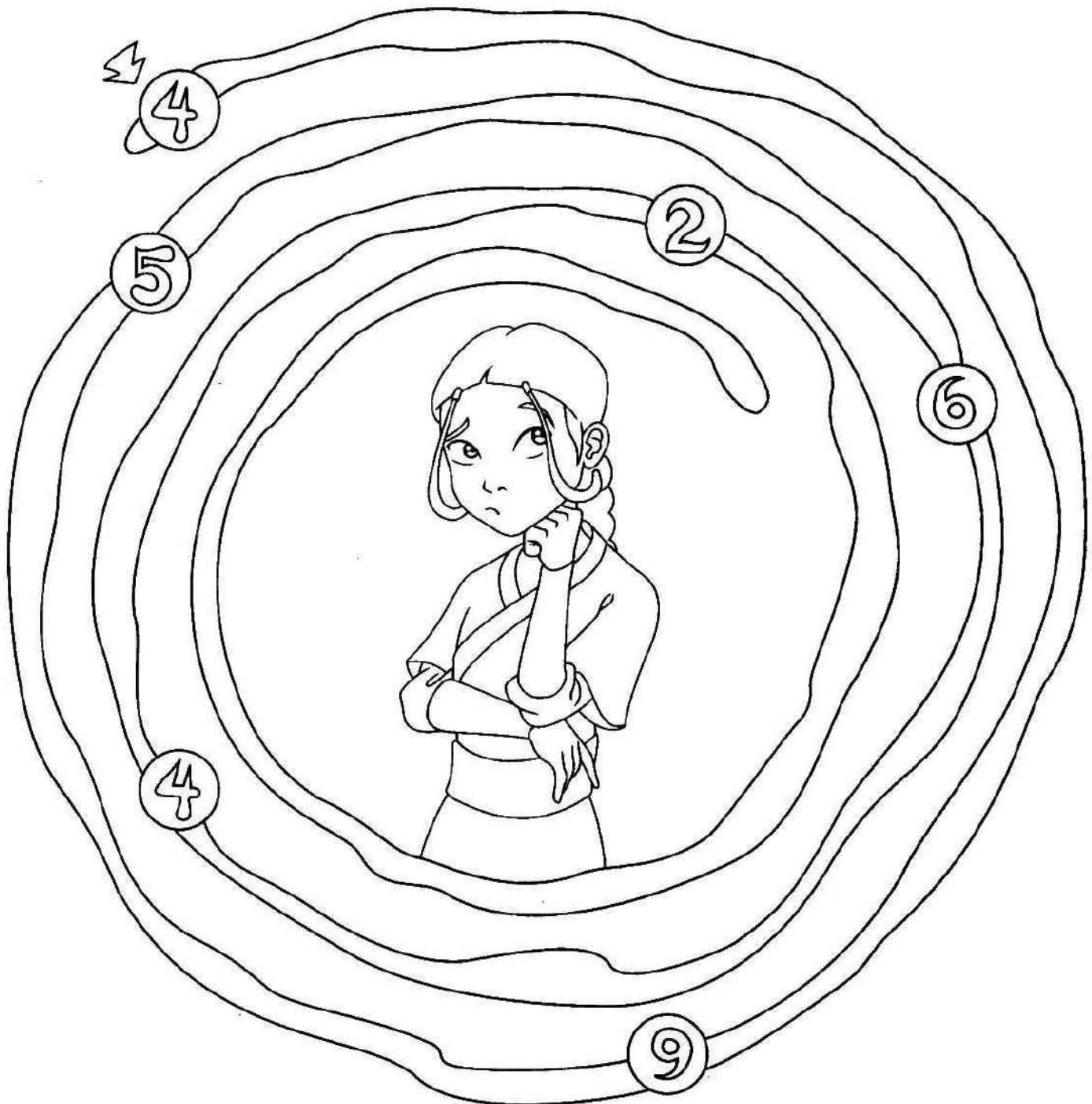
21 18 9 22 13 26 7 18 12 13



A YOUNG LEADER

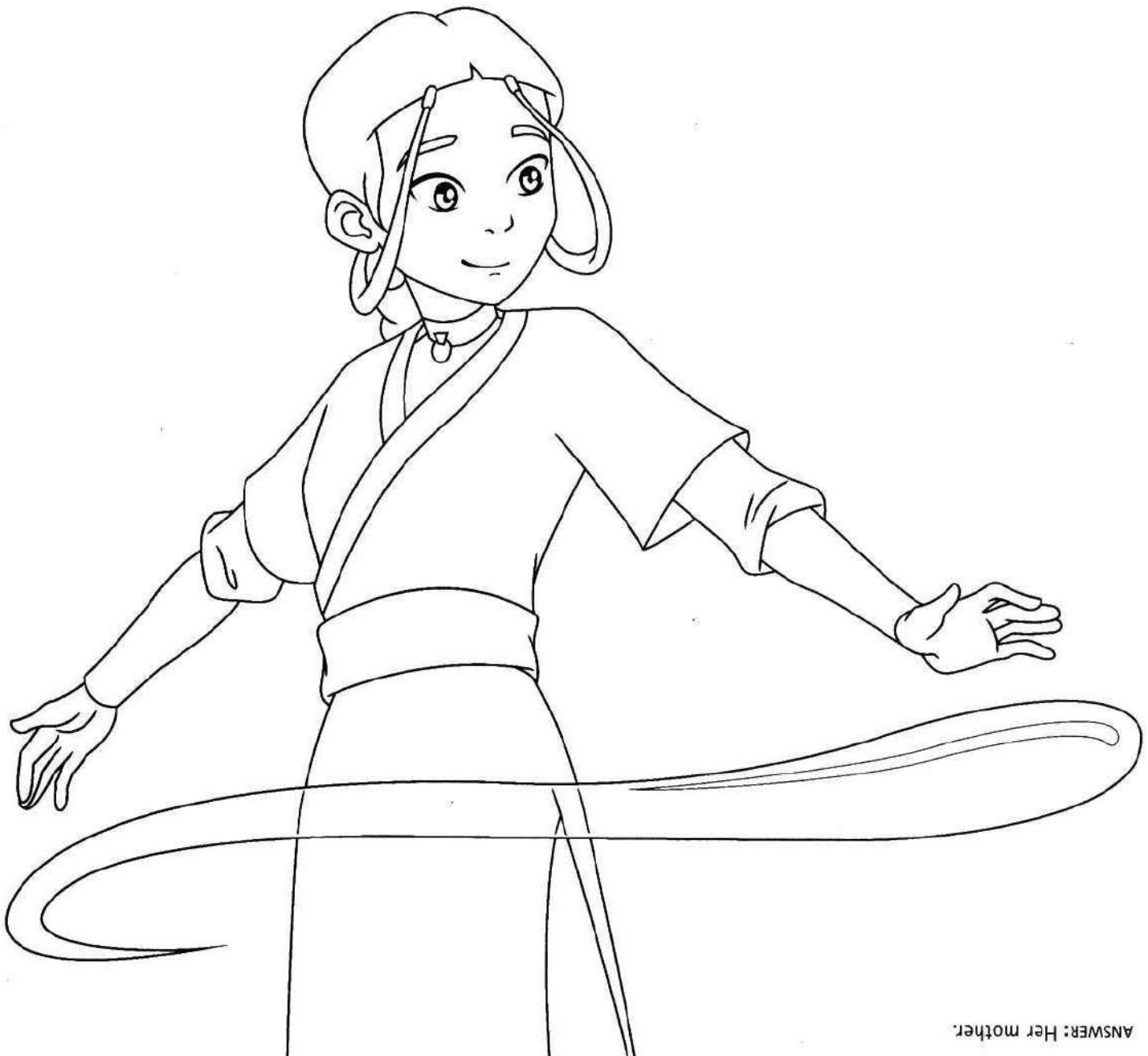
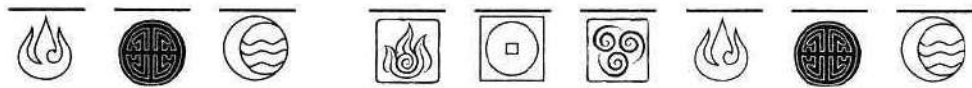
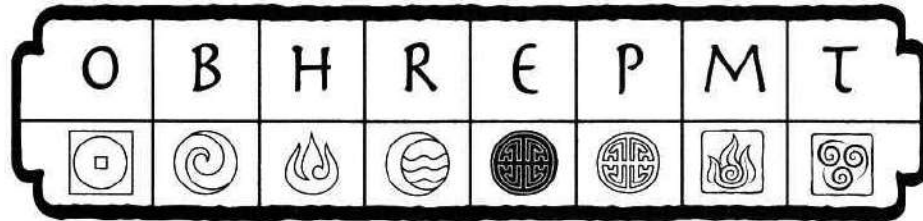
Katara is very wise for such a young person. To find out how old she is, start at the arrow and write the numbers that spiral around her in the blanks below, then add and subtract for the answer.

___ + ___ + ___ - ___ + ___ - ___ = ___



A SPECIAL TREASURE

Katara wears a necklace that is very important to her. Use the code to find out who gave it to her.



Katara wants to learn the ways of the waterbenders.



SHAPESHIFTER

A waterbender can make water form many shapes.
How many words can you make from WATERBENDING?

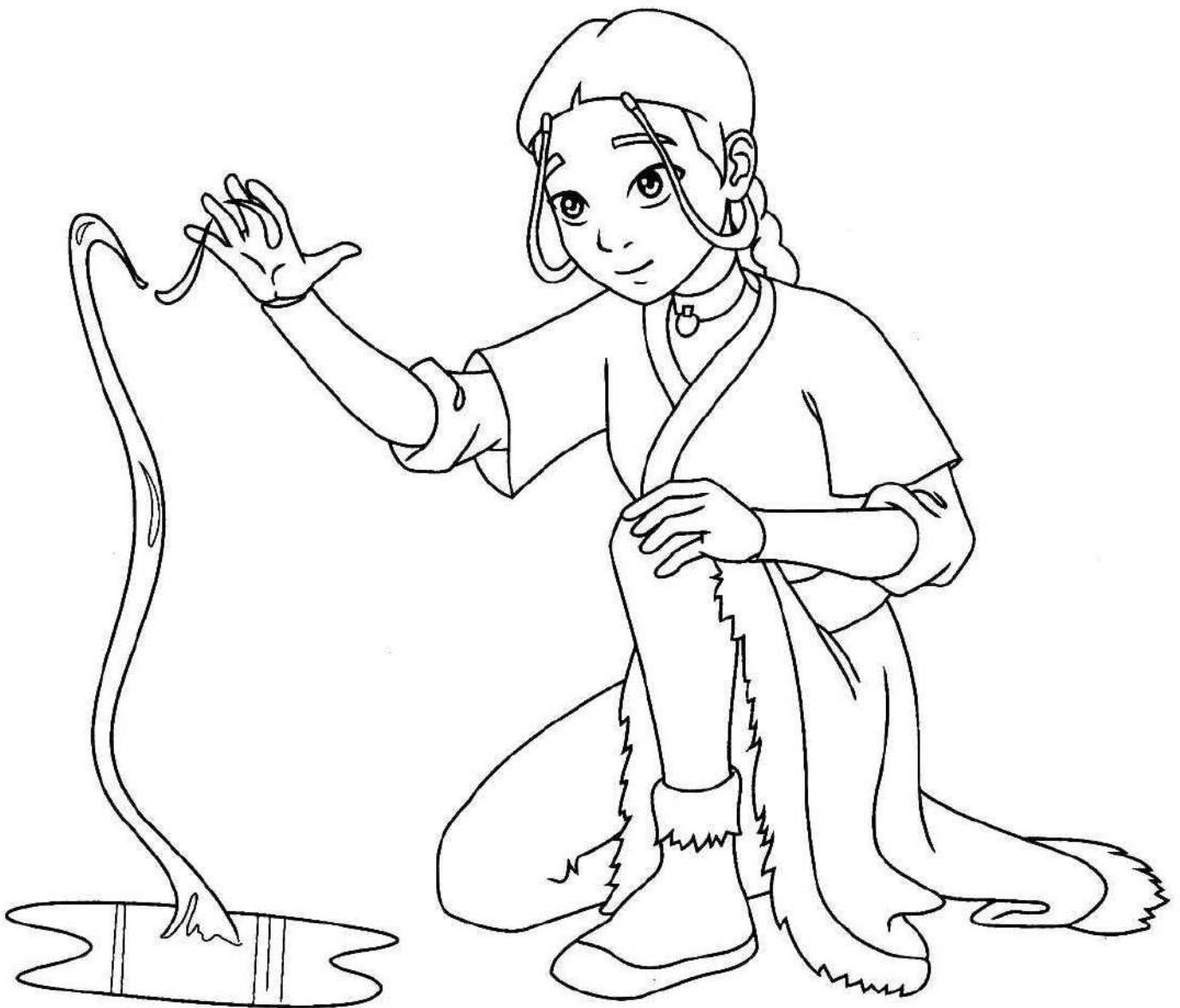
[illegible]

WHAT'S THE SECRET?

To find out what helps a waterbender move water, replace each letter with the one that comes before it in the alphabet. Then write those letters in the blanks.

D P O U S P M M J O H

H S B W J U Z



Katara studies old scrolls to learn new waterbending moves.

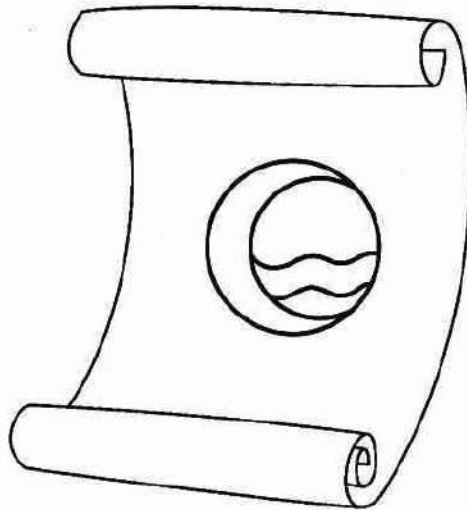


SCROLLING ALONG

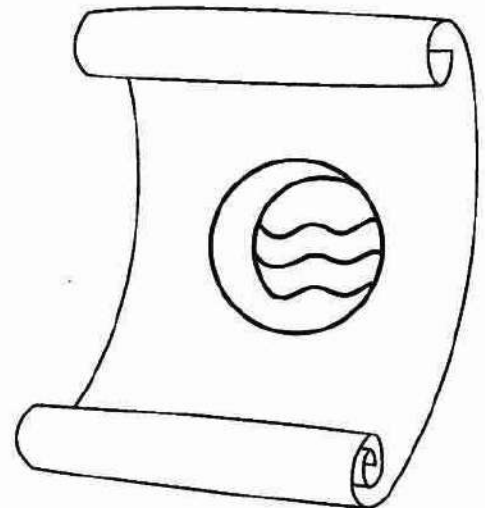
Help Katara find all the scrolls that match.



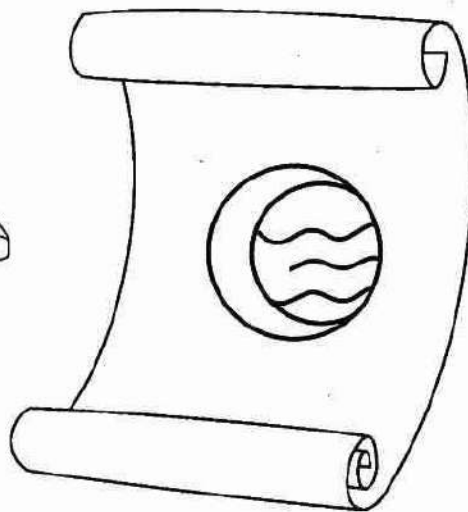
A



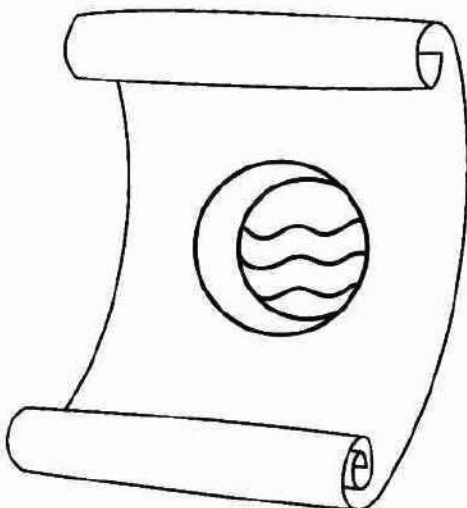
D



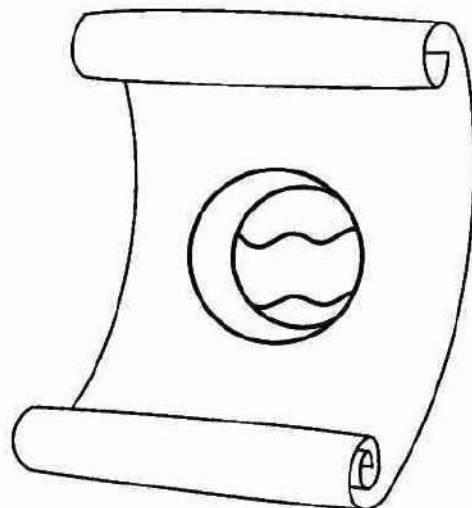
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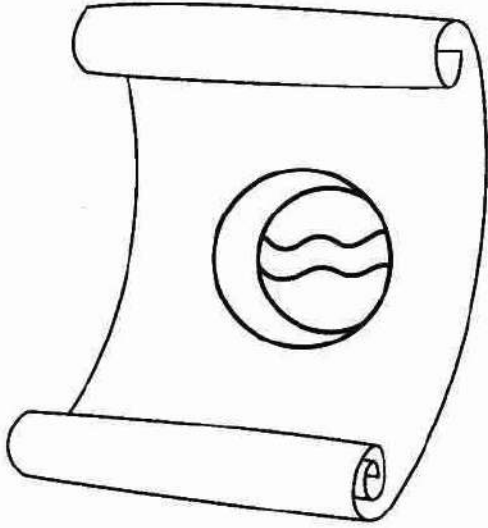
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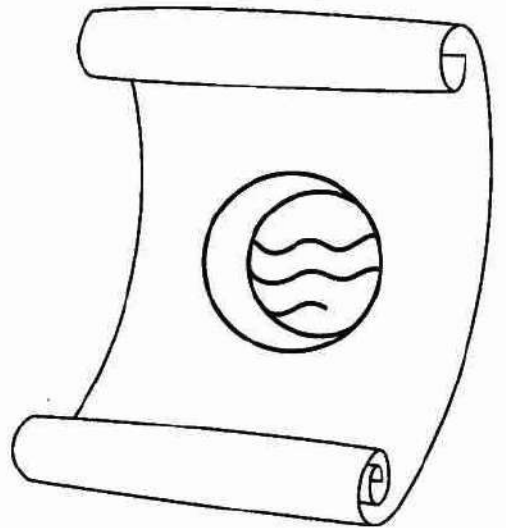
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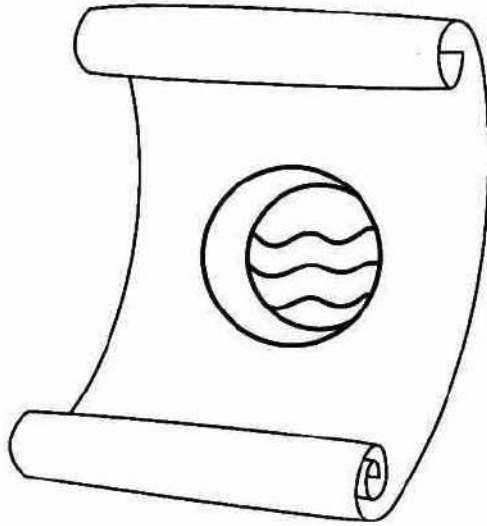
F



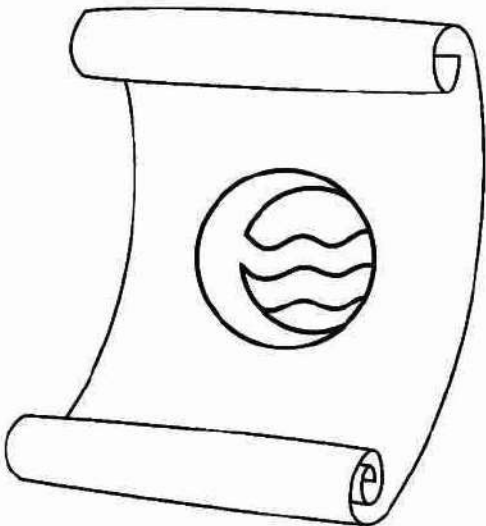
G



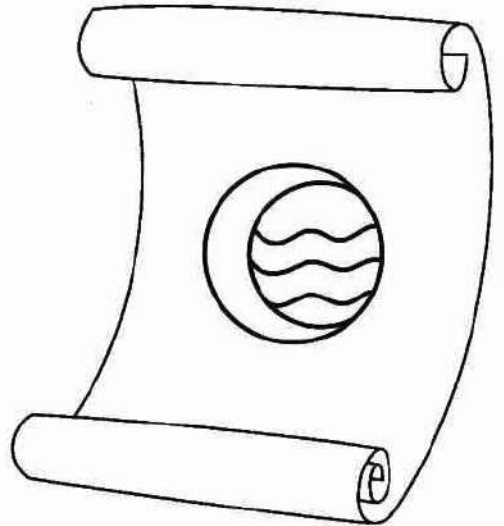
H



I



J



Sometimes Katara thinks waterbending is easier than dealing with her brother.





S
O
K
K
A

Sokka is Katara's brother. He's the best warrior in his village because he's the *only* warrior in his village.



A TRUE WARRIOR

Sokka knows what attributes make a warrior great, and he's sure he's got them all. Can you find them in the puzzle below? Look up, down, backward, and forward.

HONOR • STRENGTH • BRAVERY
PATIENCE • SPEED • WISDOM

H E S R T M O B X
T C P H Y M E R W
G M E J T O Z A K
N X E L V D A V Q
E S D G F S K E P
R O N O H I U R W
T D Y Z A W W Y X
S E C N E I T A P



LOOKING GOOD?

While Sokka admires his muscles, can you spot five differences in his reflection?



ANSWER: One boot is missing a band; his ponytail is missing; he is not wearing a belt; his glove is missing; and his neck band is missing.

AN IMPORTANT GIFT

Before he left to fight the Fire Nation, Sokka's father gave Sokka an important gift. To find out what it is, replace each letter with the one that comes before it in the alphabet. Then write the letters on the lines below.

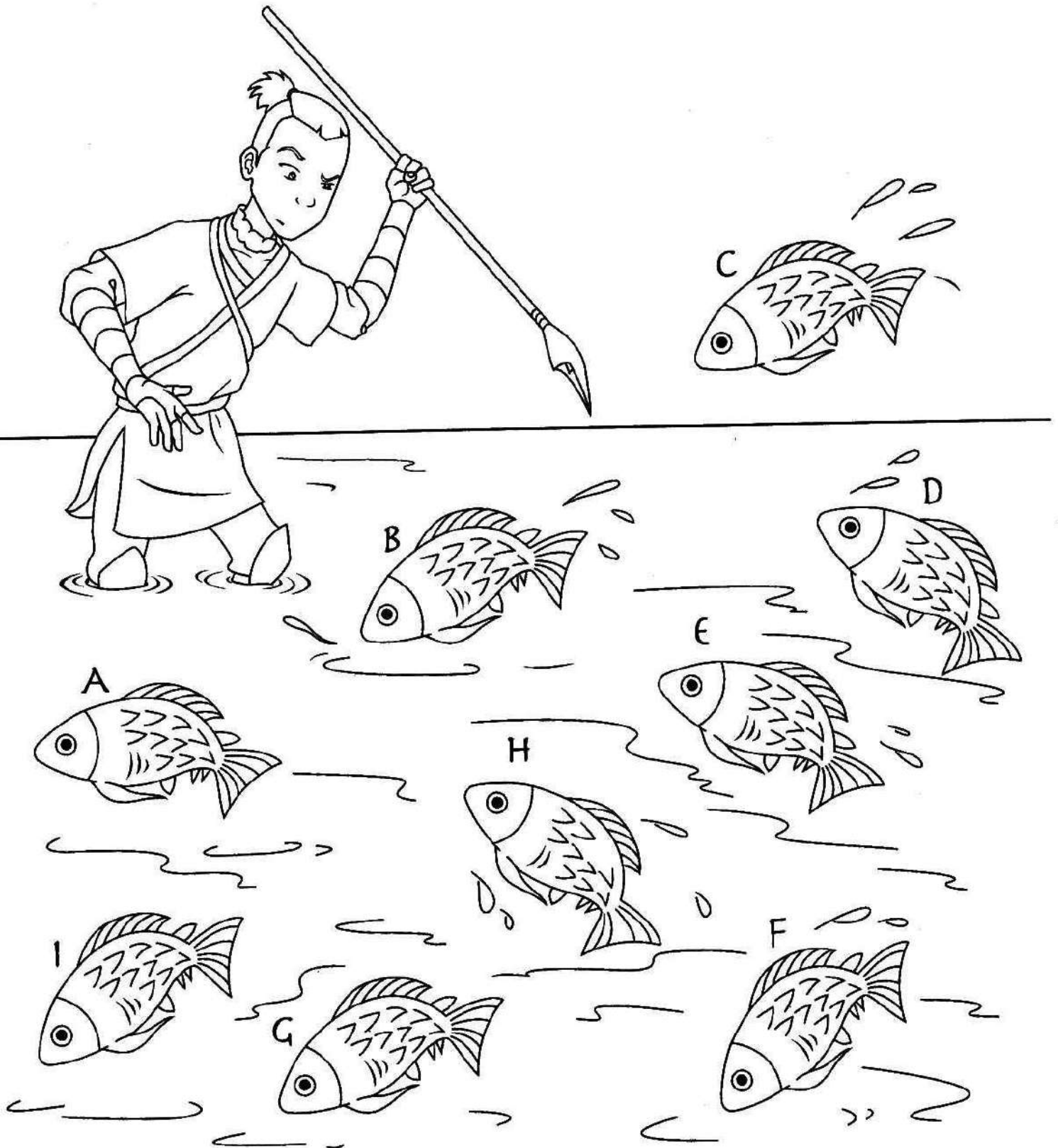
B C P P N F S B O H



SOMETHING IS FISHY

Sokka must fish for food for his village.

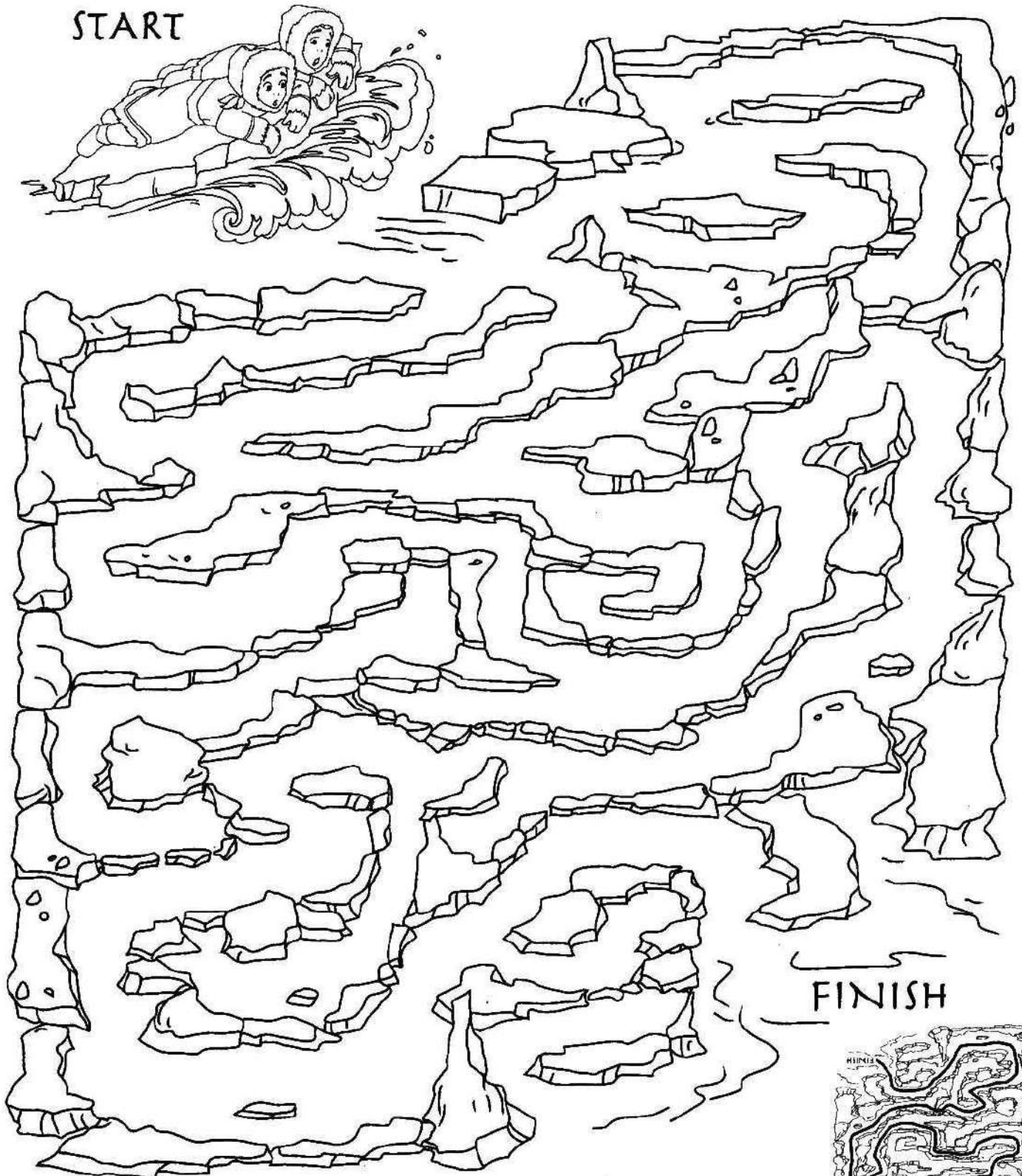
Help him by catching and circling the fish that is different.



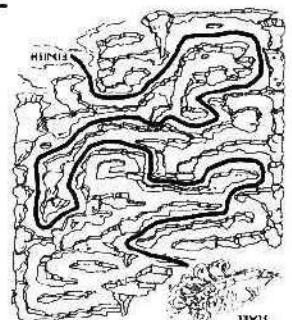
ON THIN ICE

Sokka and Katara are lost in the icy waters of the South Pole, and the icebergs are closing in! Help them find their way through the ice to the open water.

START

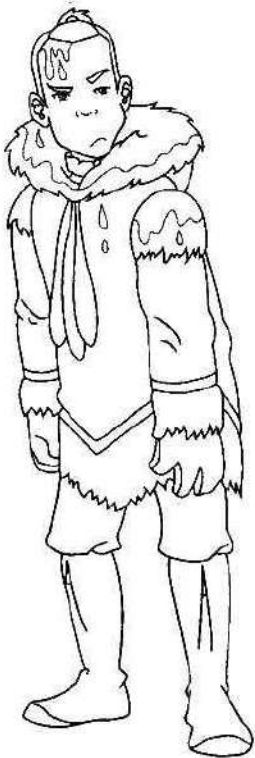


FINISH



SOAKED AND TIRED

Sokka trusts only what he can see and touch, so he's getting tired of Katar's waterbending. To find out what he says to her about it, write the letter beneath the arrow and every other letter after that in order in the blanks below.



"

!"

GOOD ADVICE

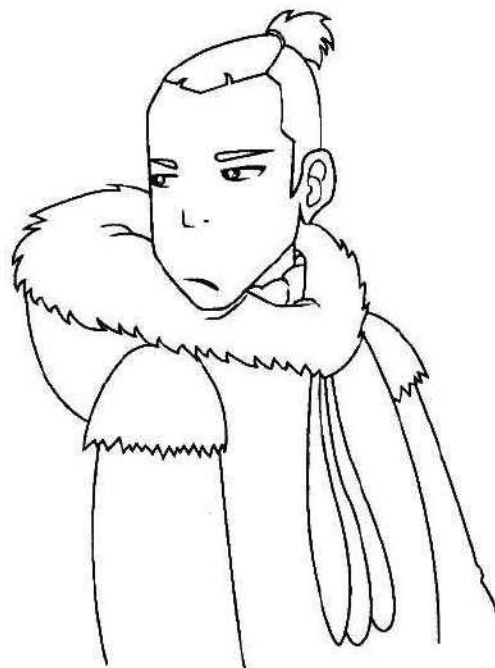
Before Sokka and Katara go to help the Avatar, their grandmother has advice for her brave warrior, Sokka. To find out what it is, cross out any letter that appears more than three times. Then write the remaining letters in order in the blanks.



P M B E N I P
C M E T M O Y
O P U R M S I
P S T E R P M

"

_____."

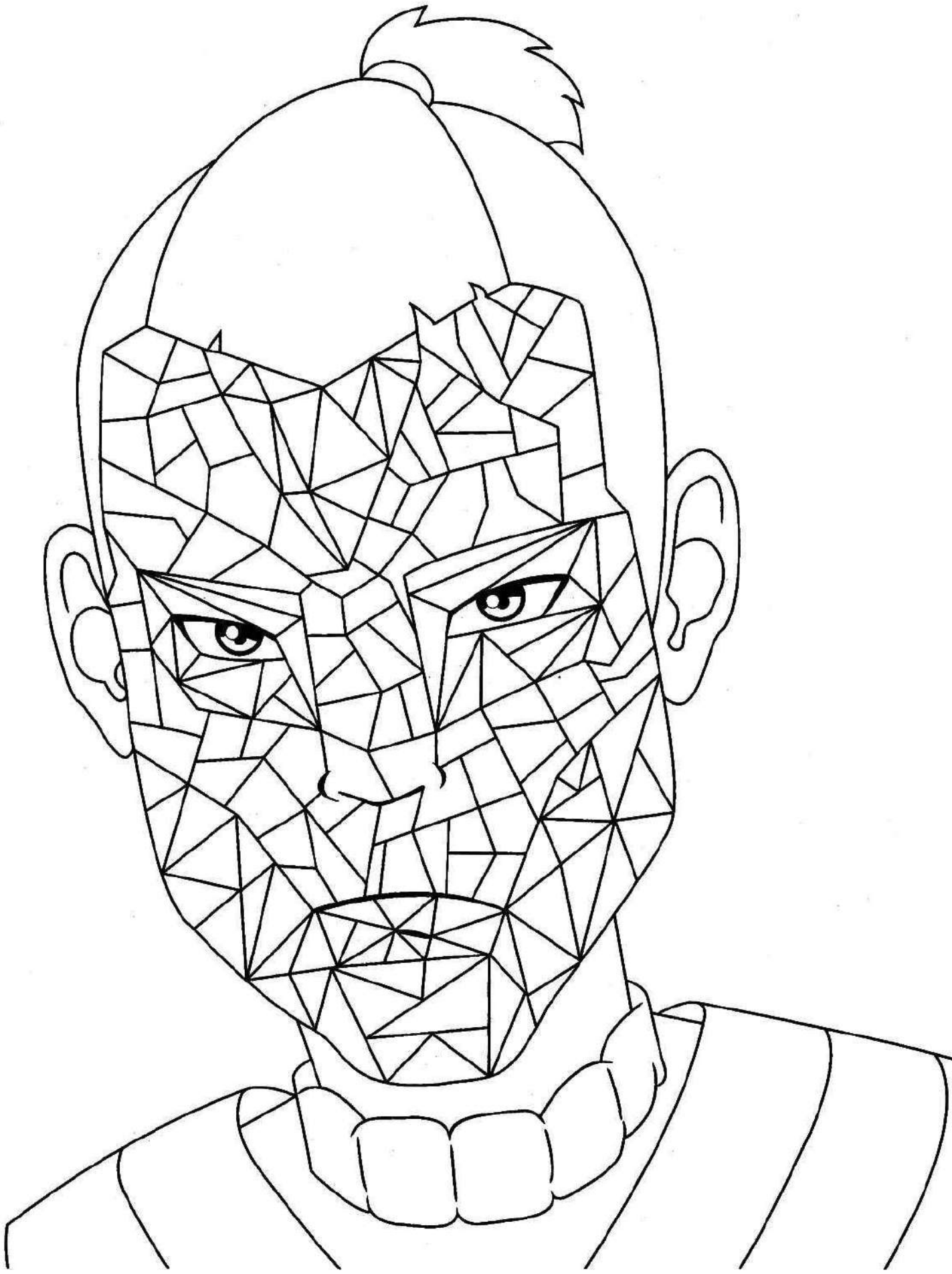


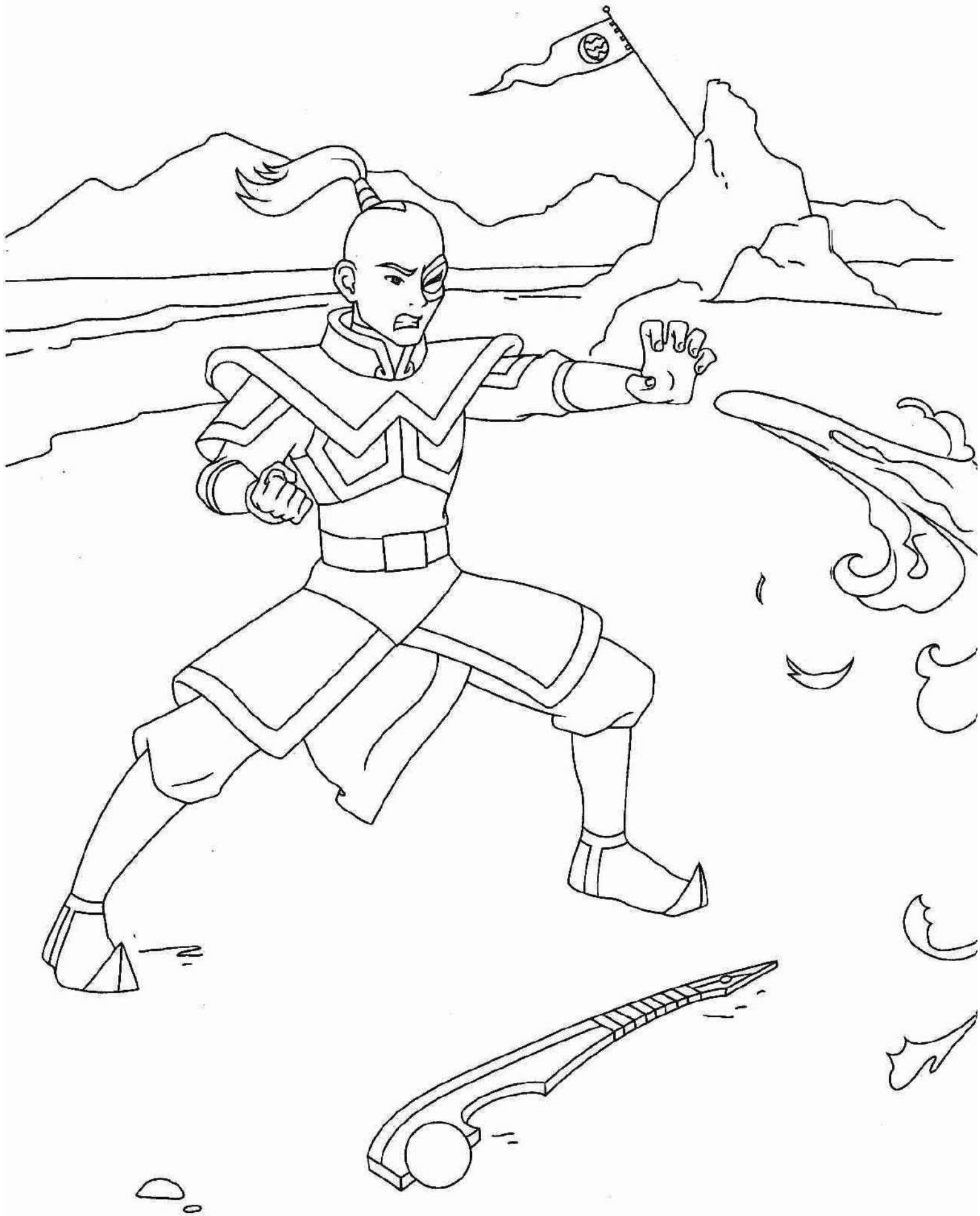
Sokka is always on the lookout for Fire Warriors.



GAME FACE

Help Sokka get ready to meet the Fire Nation.
Color all the three-sided shapes blue to see him in his war paint.



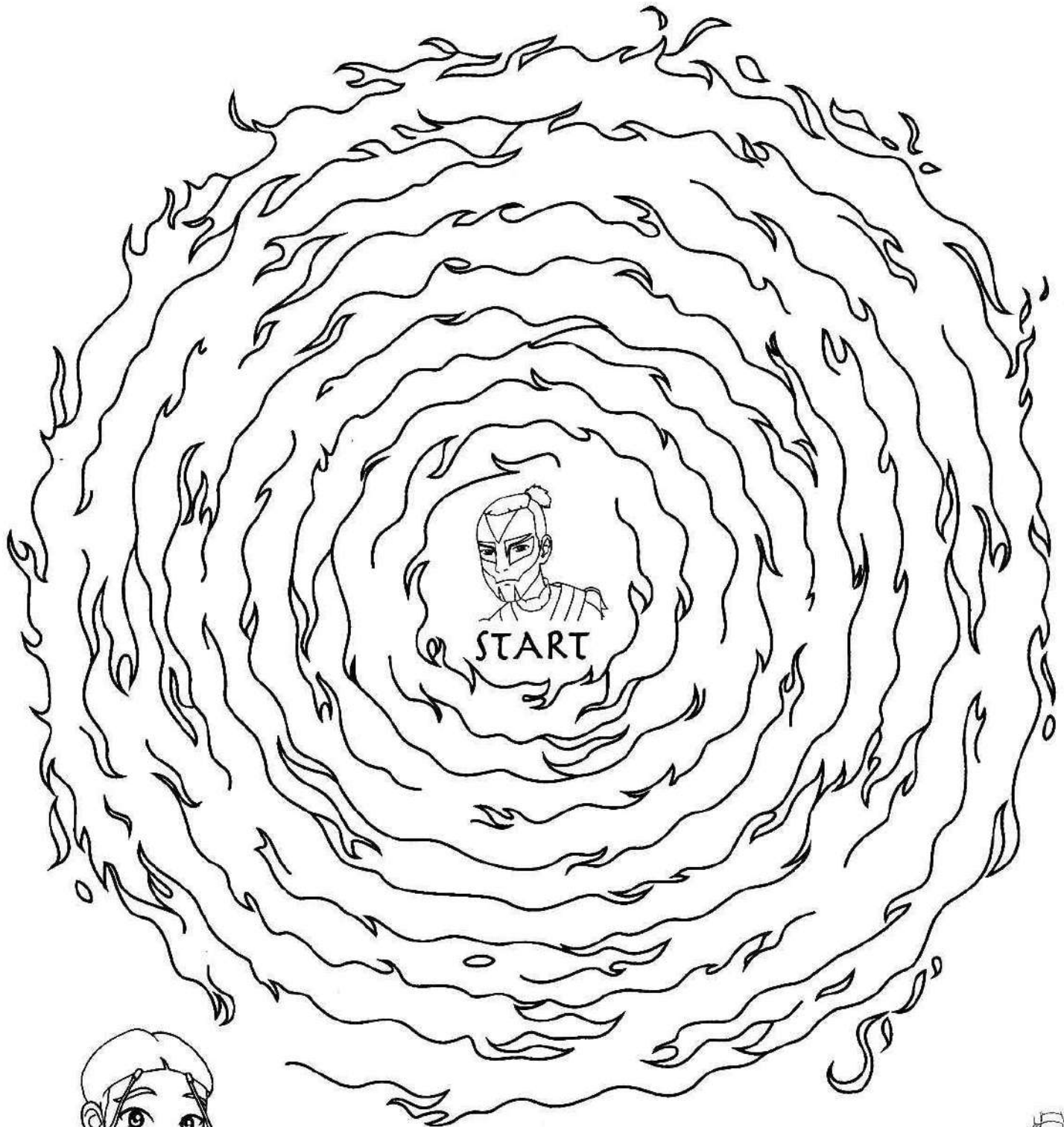


Sokka is no match for Prince Zuko's firebending skills.

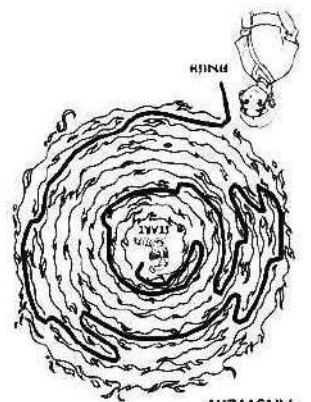


A HOT SPOT

Help Sokka escape the fire attack and find his way to Katara.



FINISH



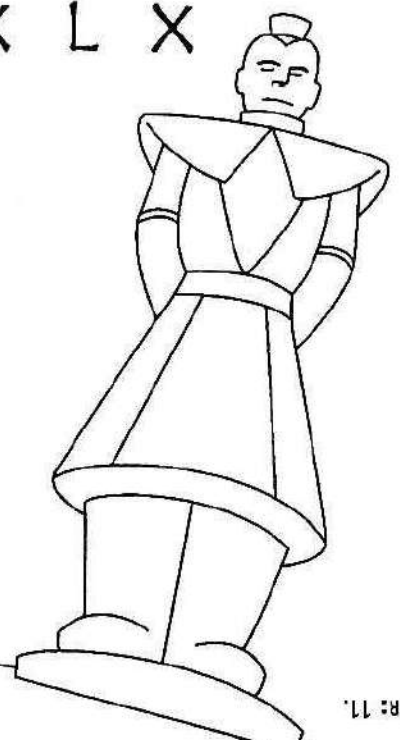
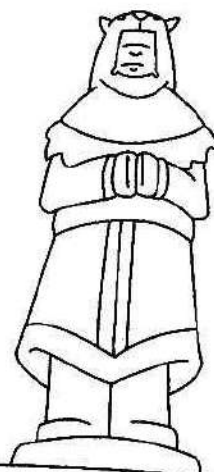
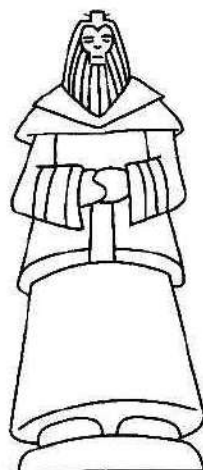
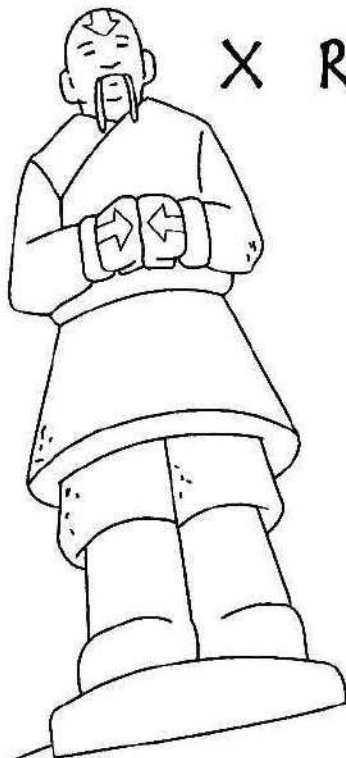
ANSWER:

THE CYCLE IS BROKEN

The Avatar has the ability to master water, earth, fire, and air, and for years has kept the peace through all the lands.

But when the old Avatar died and the new one vanished, there was no one to stop the Fire Nation. How many times can you find the word AVATAR below? Look up, down, forward, and backward.

W	O	A	V	A	T	A	R	M	N
R	A	T	A	V	A	P	L	X	A
A	B	H	Z	P	E	U	X	A	V
V	X	A	V	A	T	A	R	V	A
A	A	C	N	G	H	J	K	A	T
T	V	D	S	F	W	K	O	T	A
A	A	Z	X	A	V	A	T	A	R
R	T	S	A	V	A	T	A	R	X
L	A	V	A	T	A	R	H	G	E
X	R	A	T	A	V	A	X	L	X



Once, when Katara and Sokka were fishing, their boat was destroyed by ice. They climbed onto a very special iceberg.






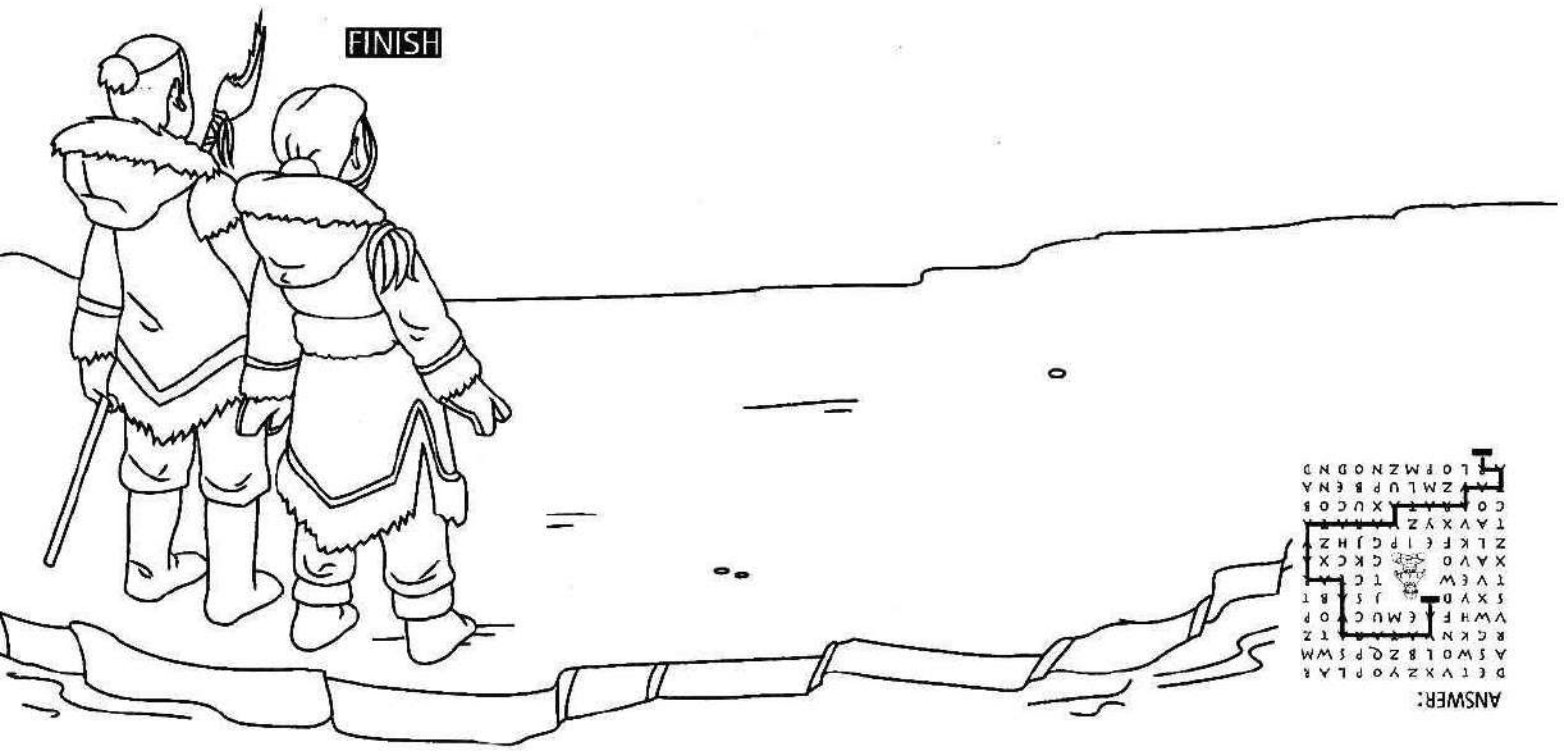
A
A
N
G

ICEBREAKER

A boy named Aang is trapped in the iceberg! Help him create a path for escape by connecting the letters that spell AVATAR five times. Look up, down, forward, and backward for the letters.

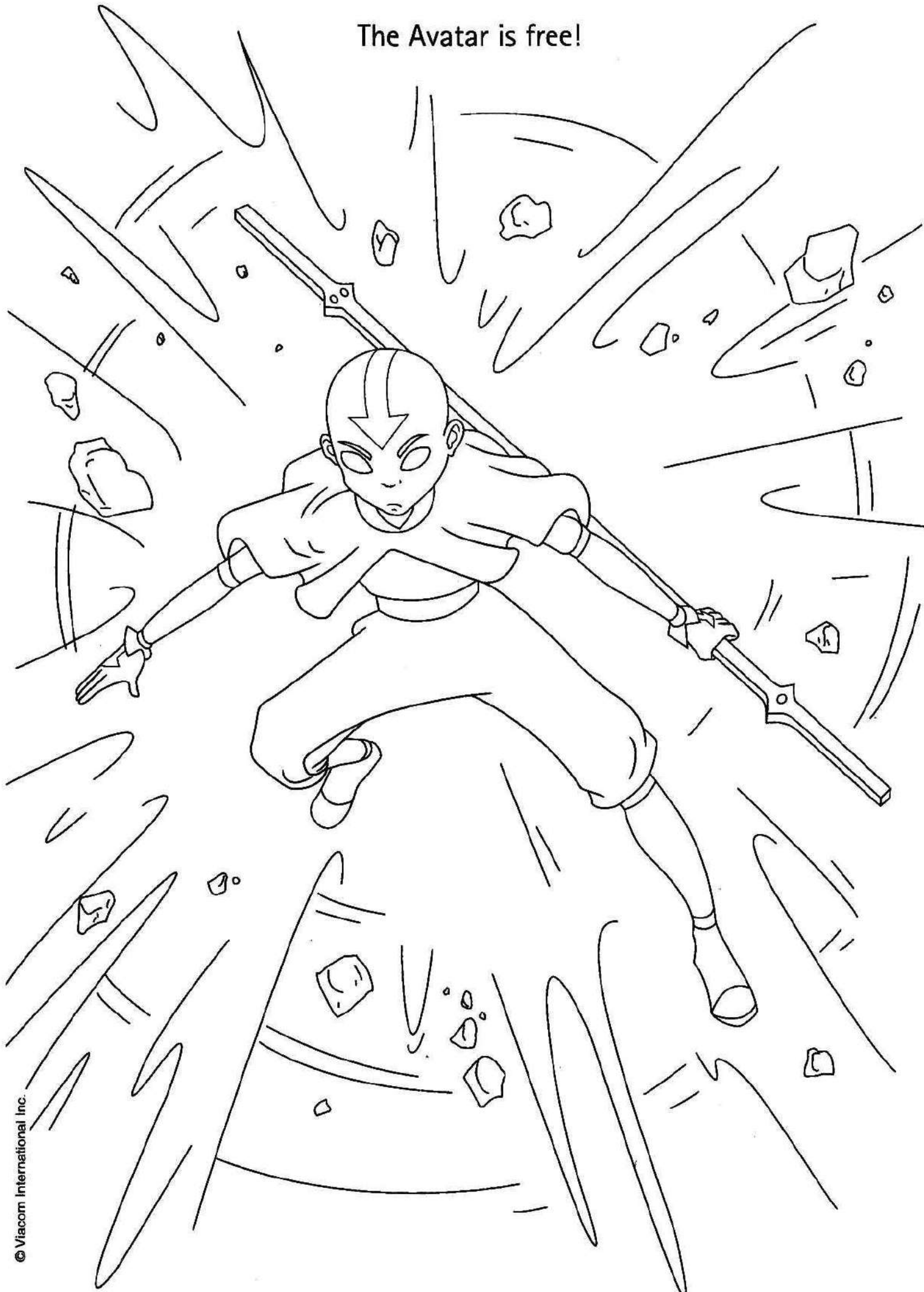
D	E	T	V	X	Z	Y	O	P	L	A	R
A	S	W	O	L	B	Z	Q	P	S	W	M
R	G	K	N	V	A	T	A	R	A	T	Z
V	W	H	F	A	E	M	U	C	V	O	P
S	X	Y	D	START			J	S	A	B	T
T	V	E	W				T	C	T	A	R
X	A	V	O				G	K	C	X	A
Z	L	K	F	E	I	P	G	J	H	Z	V
T	A	V	X	Y	Z	V	A	R	A	T	A
C	O	A	R	A	T	A	X	U	C	O	B
T	A	V	Z	M	L	U	P	B	E	N	A
A	R	L	O	P	M	Z	N	O	D	N	D

FINISH



ANSWER:
 D E T V X Z Y O P L A R
 A S W O L B Z Q P S W M
 R G K N V A T A R A T Z
 V W H F A E M U C V O P
 S X Y D **START** J S A B T
 T V E W  T C T A R
 X A V O G K C X A
 Z L K F E I P G J H Z V
 T A V X Y Z V A R A T A
 C O A R A T A X U C O B
 T A V Z M L U P B E N A
 A R L O P M Z N O D N D

The Avatar is free!



DEEP SLEEP

To find out how long Aang was asleep, replace each letter with the one that comes before it in the alphabet.

Then write the letters in the blanks.

P O F T V O E S F E

Z F B S T



ANSWER: One hundred years.

A CHANGE IN THE AIR

Aang brings some excitement to Sokka's village.

Study this picture, then turn the page and see if you can spot six differences.





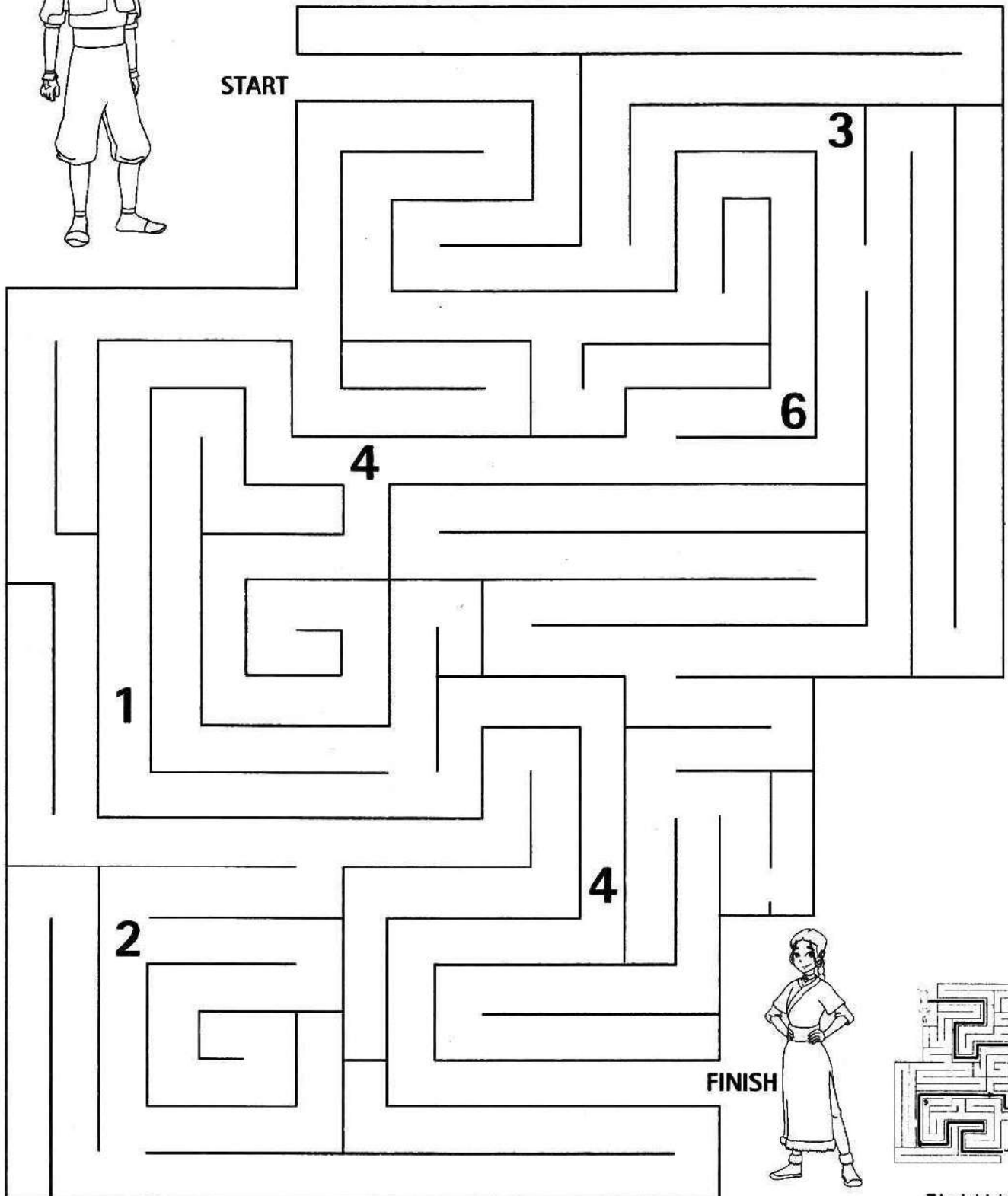
ANSWER: On this page, Sokka is holding a paddle; the child's snowball is gone; there are tracks in the snow; the igloo has a window; the flag has changed direction; and Aang's arm is raised.

OLDER THAN HE LOOKS

Help Aang find his way to Katara. When you are done, collect the numbers along the correct path, put them in the blanks, and add them up to find out how old Aang is.



___ + ___ + ___ + ___ = ___



ANSWER:
3+4+1+4=12

Monks from the Air Temple raised Aang, but when Aang learned that he was to be the next Avatar, the responsibility scared him and he ran away.



ALMOST A MASTER

There are 36 levels to learn before becoming a master airbender.
Circle the math problems below that equal 36.

A

$$\begin{array}{r} 12 \\ +4 \\ +8 \\ +9 \\ +3 \\ \hline \end{array}$$

B

$$\begin{array}{r} 11 \\ +10 \\ +4 \\ +9 \\ +6 \\ \hline \end{array}$$

C

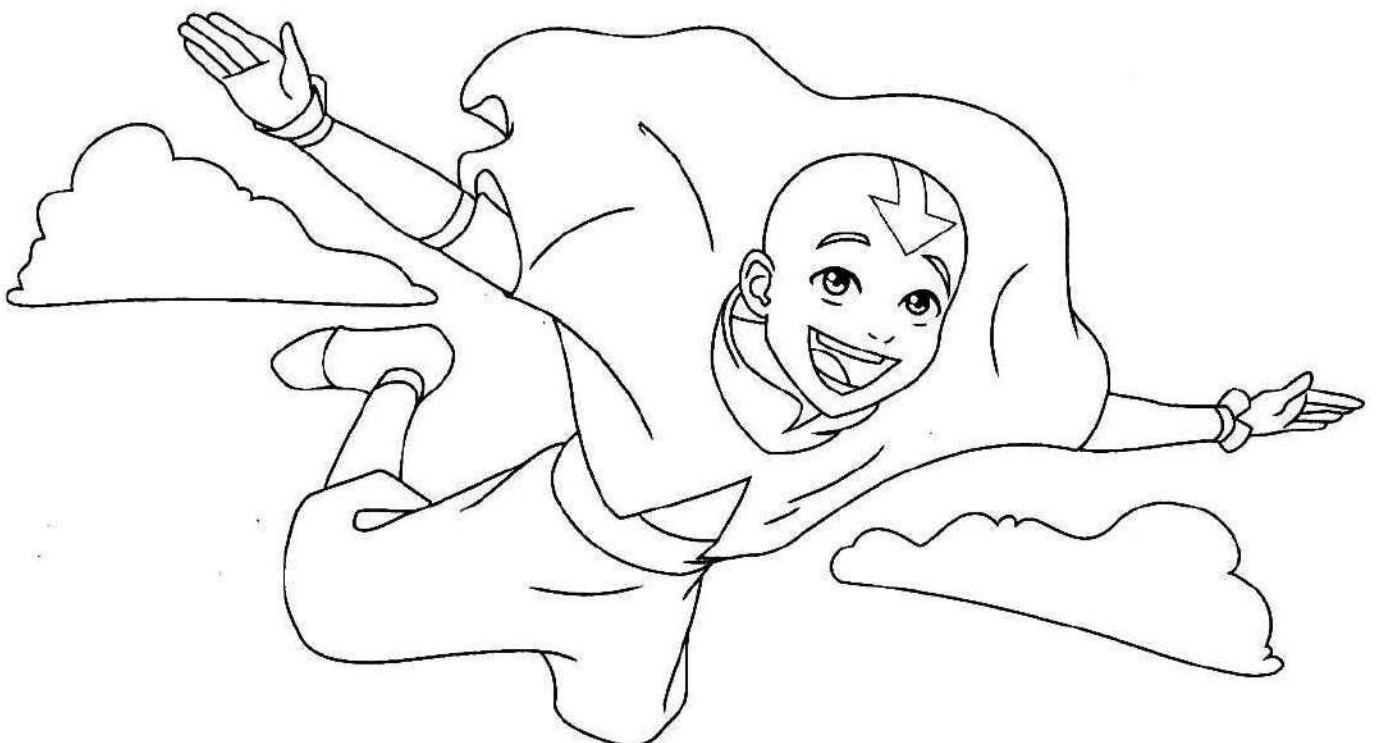
$$\begin{array}{r} 9 \\ +2 \\ +14 \\ +5 \\ +6 \\ \hline \end{array}$$

D

$$\begin{array}{r} 4 \\ +15 \\ +7 \\ +11 \\ +5 \\ \hline \end{array}$$

Now solve this problem to find out how many levels Aang has completed.

$$5 + 14 + 7 + 9 = \underline{\hspace{2cm}}$$

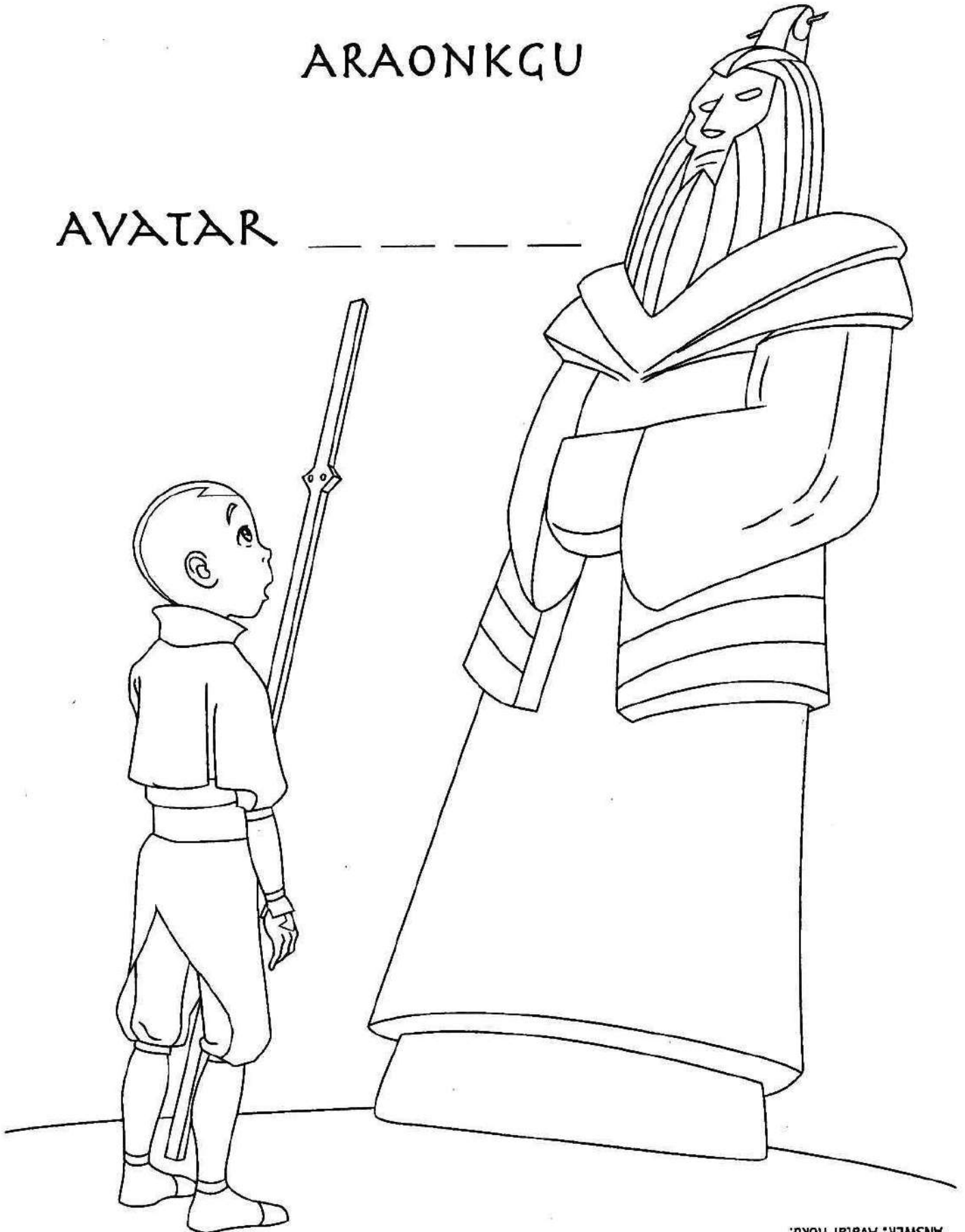


A LOST NAME

To find out which Avatar Aang was in a past life, cross out all the letters in his name from the puzzle below. Then write the remaining letters in the blanks.

ARAONKCU

AVATAR _ _ _ _ _



AN INNER TRUTH

The Avatar is the human form of a greater power.
Use the code to find out what this greater power is.

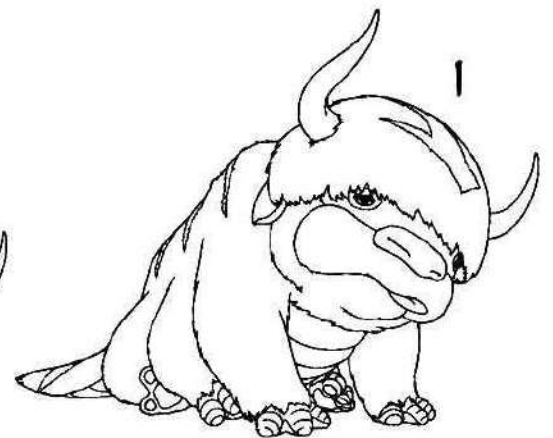
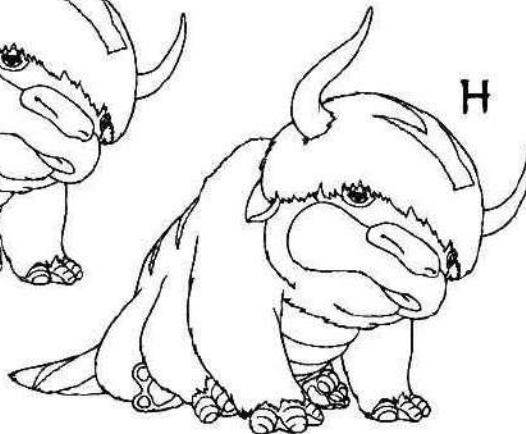
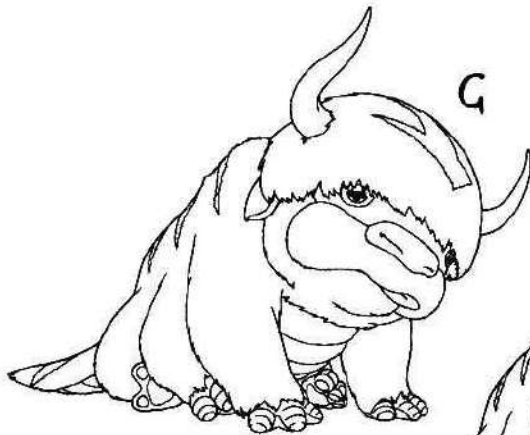
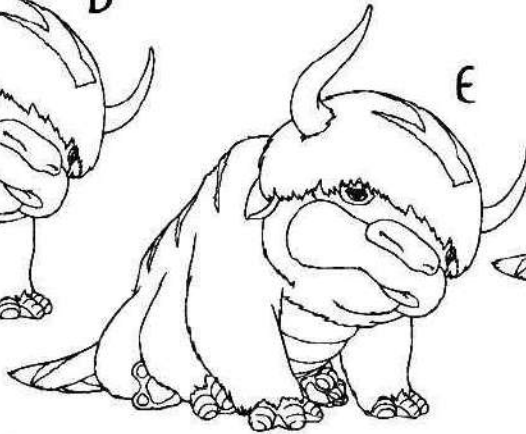
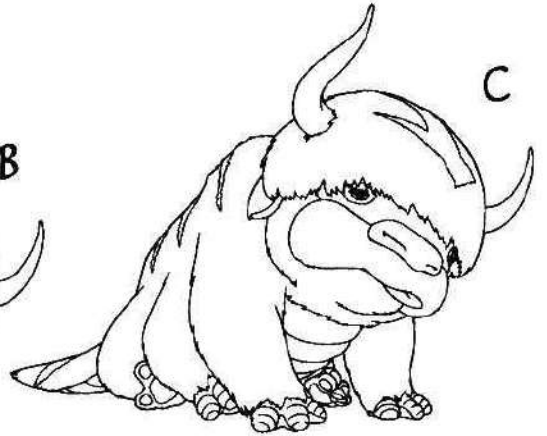
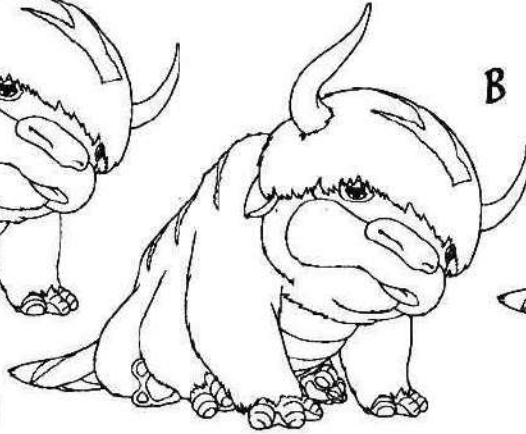
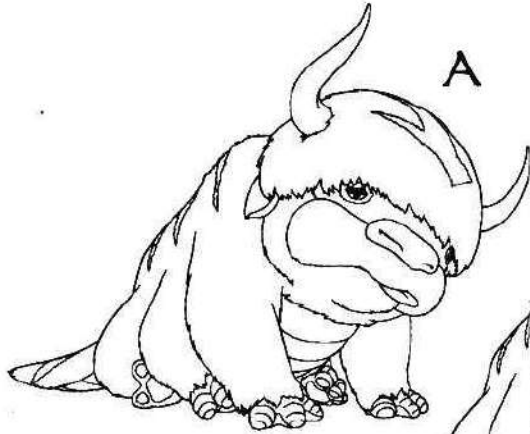


Appa, a giant bison, was also trapped in the ice with Aang.



ONE SPECIAL BISON

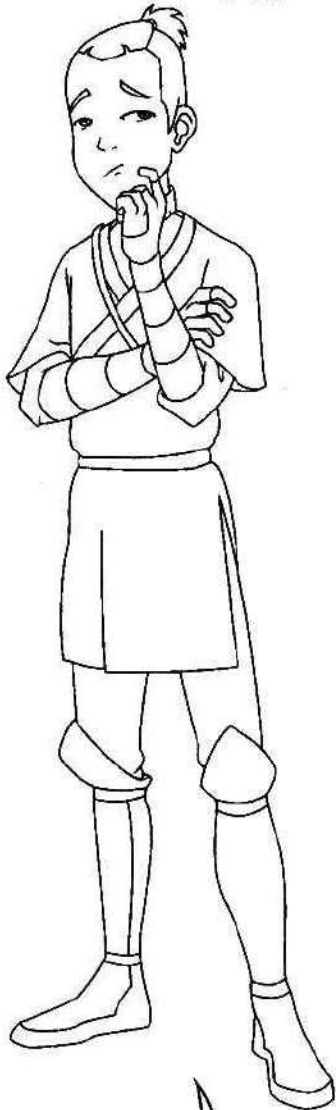
Appa's not your average gigantic bison—he can fly.
Find him below. (Hint: He's different.)



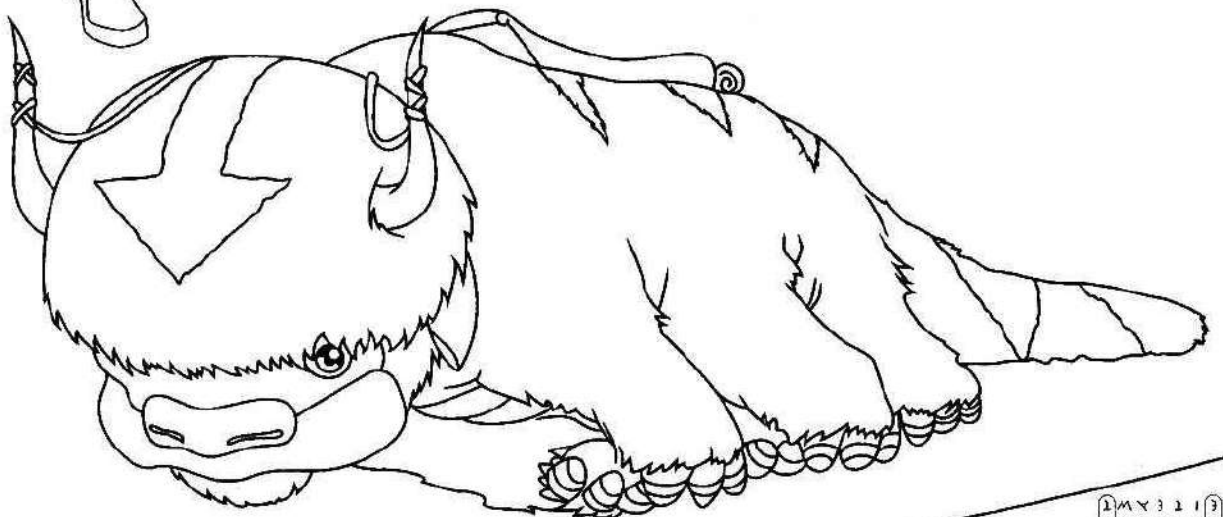
GROUND

There is one command that will make Appa fly, but Sokka can't remember it. Find all the words that Sokka tried from the list below. Look up, down, forward, and backward.

FLY • UP • TAKE OFF • SOAR • ELEVATE • GO



E	Y	G	X	Y	L	F
T	W	R	Z	H	O	F
A	D	A	T	X	G	O
V	F	O	U	Q	K	E
E	O	S	P	B	H	K
L	N	O	Z	C	D	A
E	I	T	E	A	W	T



ANSWER:

E	L	F	T	A	W	T
I	N	O	Z	C	D	A
S	P	B	H	K	E	O
U	Q	K	E	O	G	A
F	O	X	G	O	T	W
R	Z	H	O	F	Y	G
Y	L	F	E	A	W	T

TAKE OFF!

To learn the words that will make Appa fly,
remove the letters in EARTH from the puzzle below.
Then write the remaining letters in the blanks.

E	A	Y	R	T
H	E	I	A	R
P	T	H	E	A
E	A	R	T	Y
H	I	E	A	R
T	H	E	A	P

" _____ , _____ !"



AN IMPORTANT MESSAGE

Aang has a question for Katara. To find out what it is, write the letter beneath the arrow and every other letter after that in order in the blanks below.



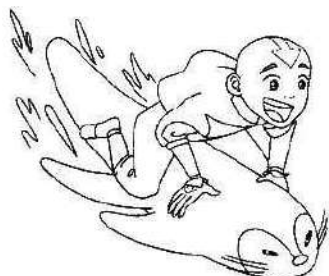
"





"?

ANSWER: "Want to go penguin sledding with me?"


























HIT THE ICE!

Use the key below to help Aang ride his penguin to the bottom of the hill to meet Katara.

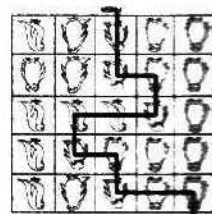


			
Left	Down	Up	Right

START

FINISH



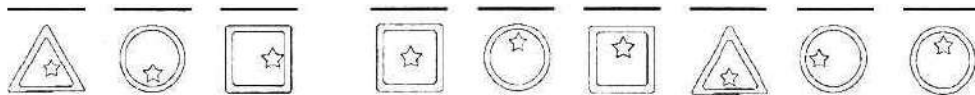
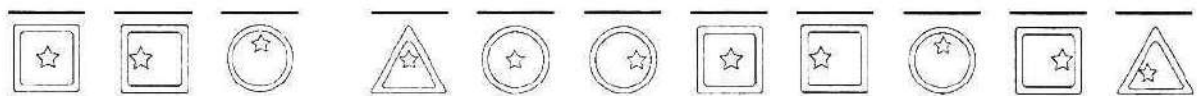
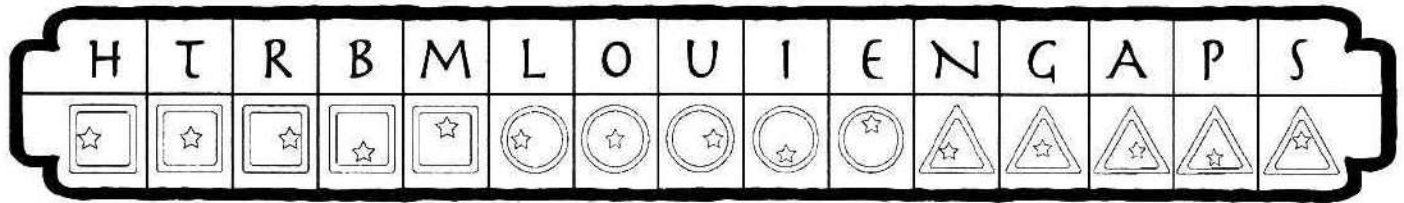
ANSWER:





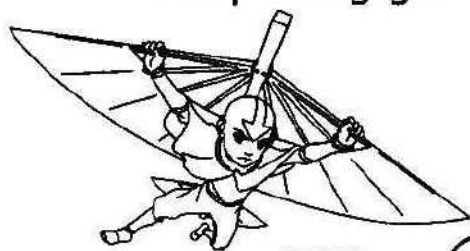
HOMeward BOUND

Aang wants to return to where he was trained to be an airbender. Use the key below to find out where that is.

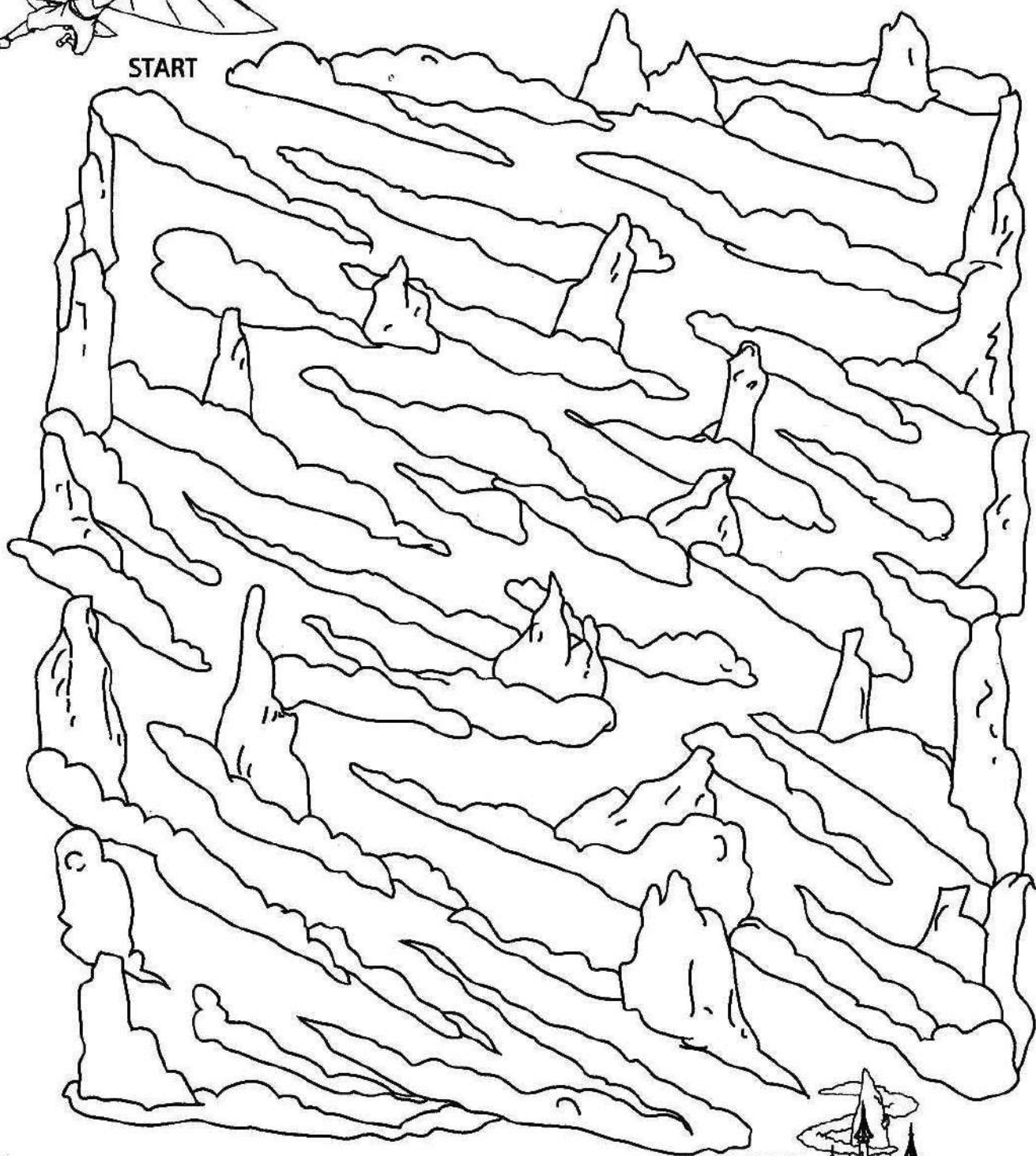


UP, UP, AND AWAY!

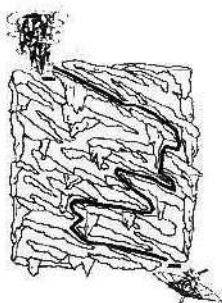
Help Aang get to the Air Temple to find other airbenders.



START

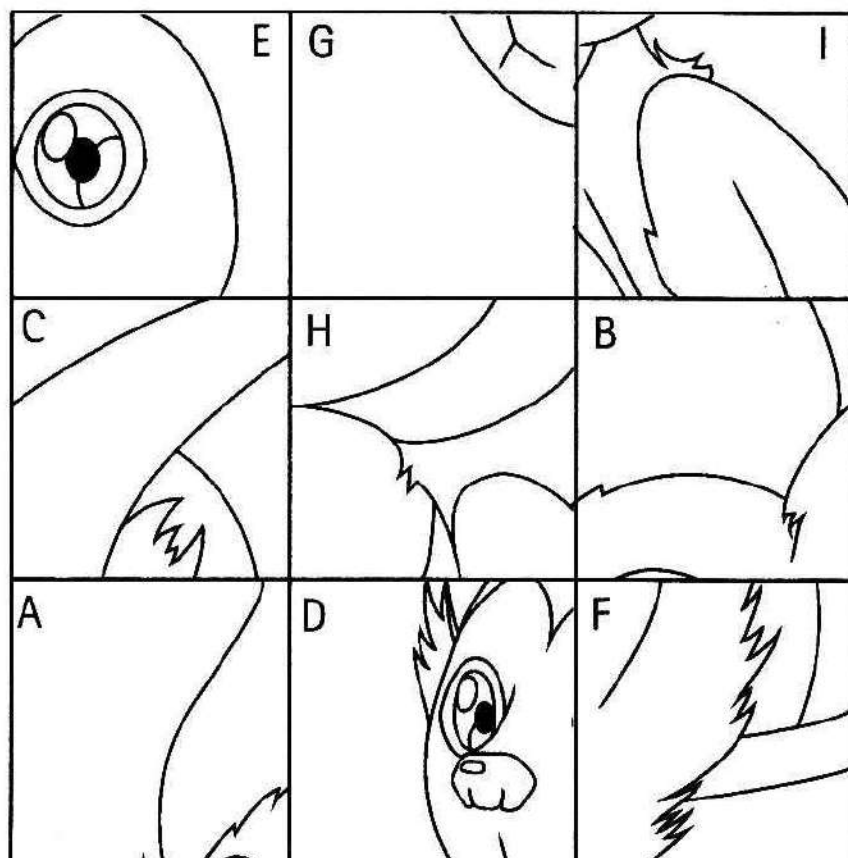


FINISH



WHO GOES THERE?

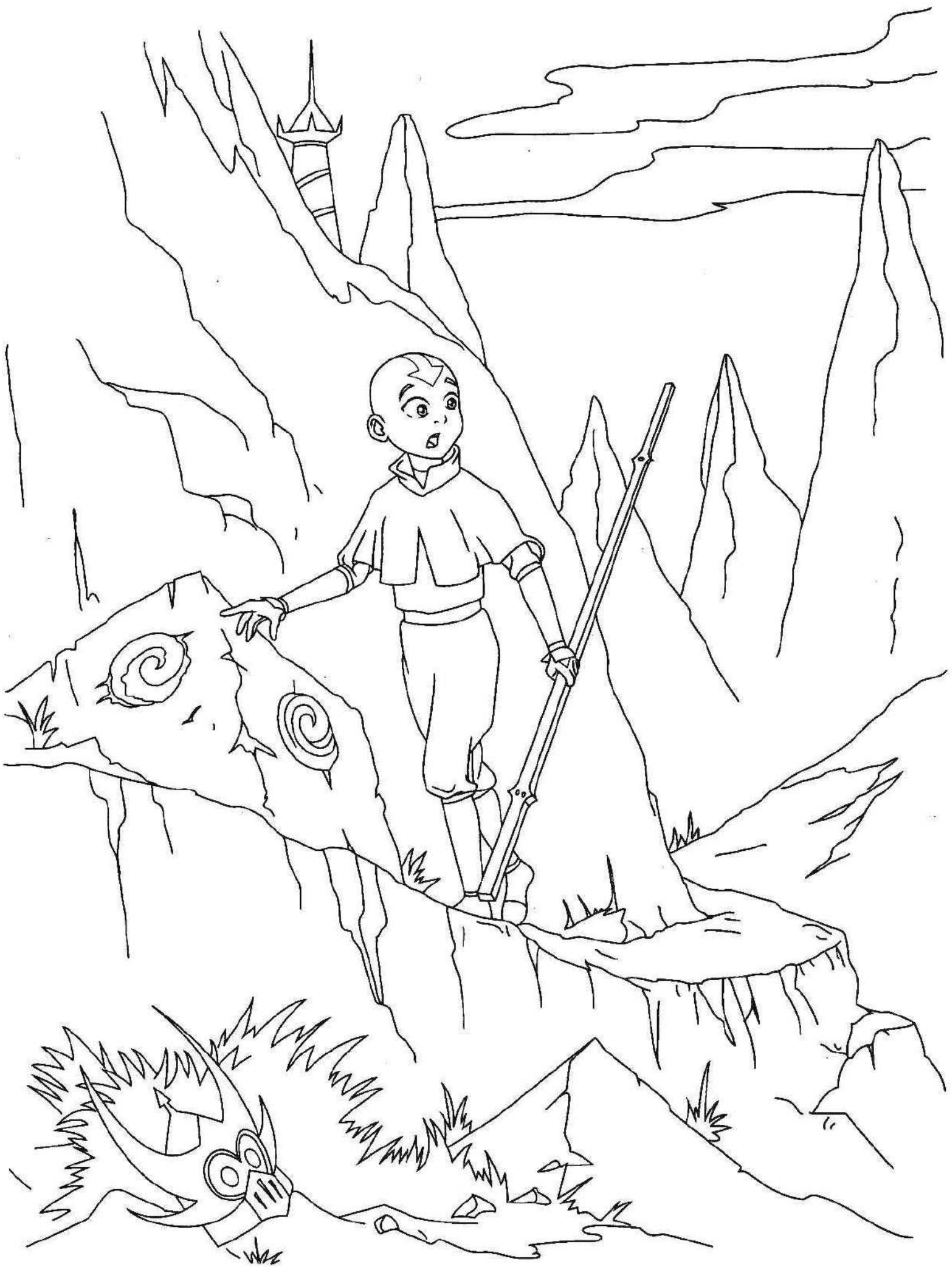
Aang doesn't find any airbenders at the Southern Air Temple, but he does find a new friend. To find out who it is, draw the pictures below in ABC order in the empty squares.



A	B	C
D	E	F
G	H	I

Aang has been away from the Southern Air Temple for 100 years, and a lot has changed. Study this picture, then turn the page and see if you can spot six differences.



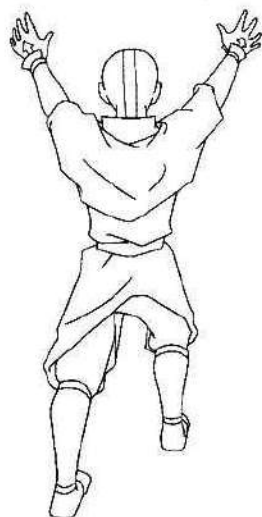
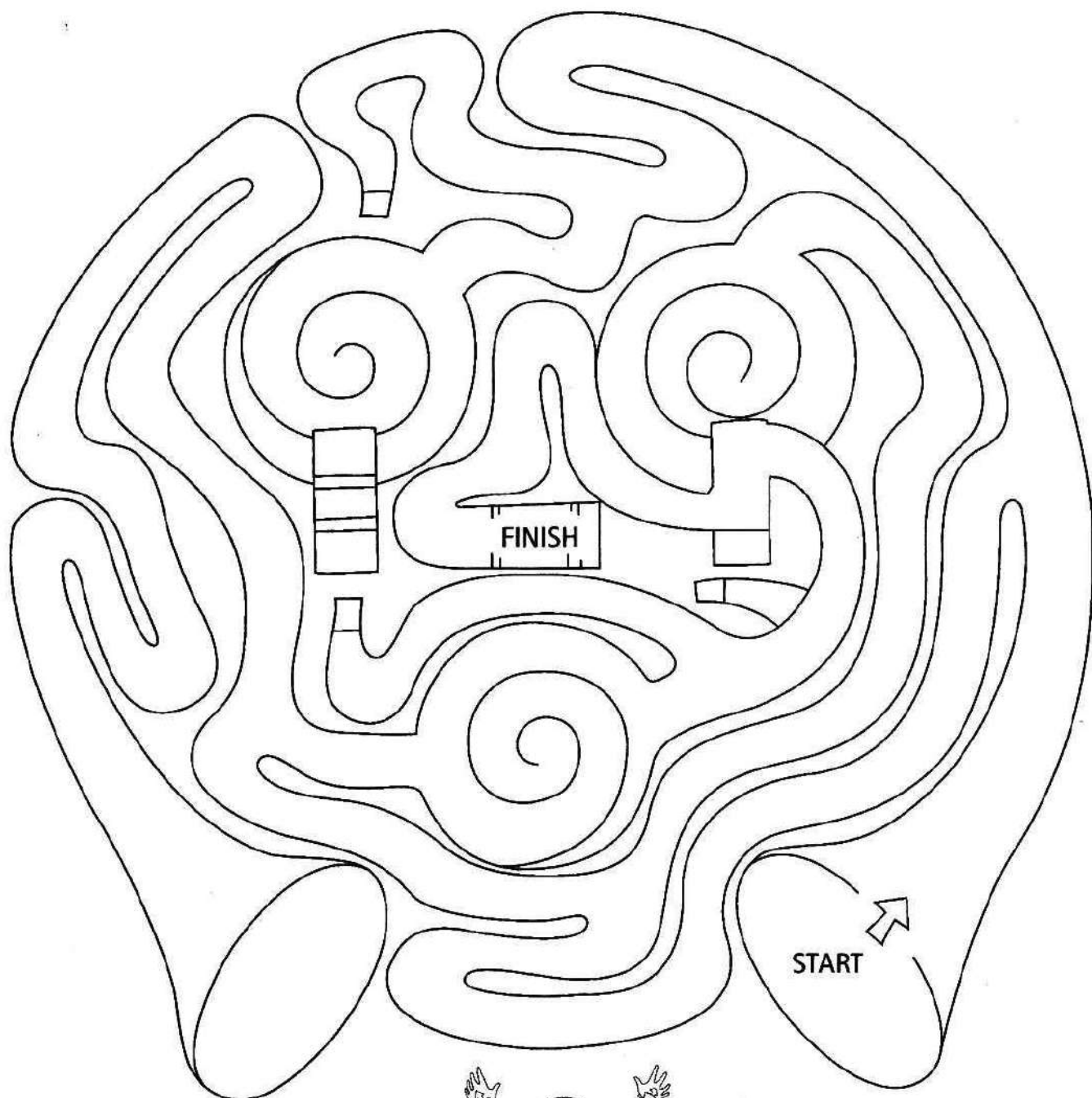


ANSWER: On this page, Aang's staff is in his left hand; the lemur is gone; there is a fire mask in the bushes; the banner is missing; there is a cloud in the sky; and there are two air symbols on the stone.

THE SECRET KEY

Aang needs to use his airbending powers to blow a gust of wind through the lock on the gate to the Sanctuary of the Airbenders.

Find the correct path for the wind to take.

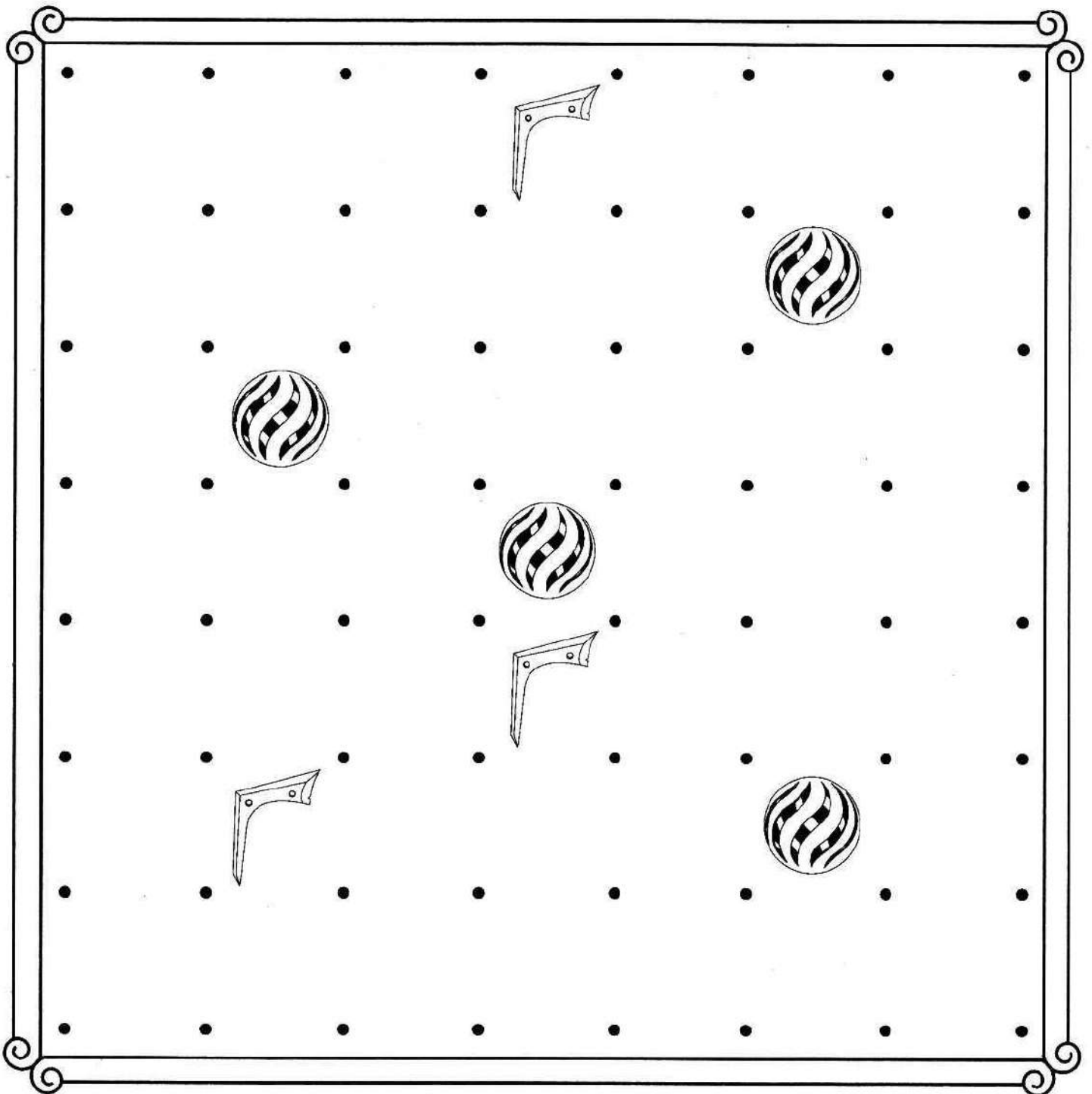


ANSWER:

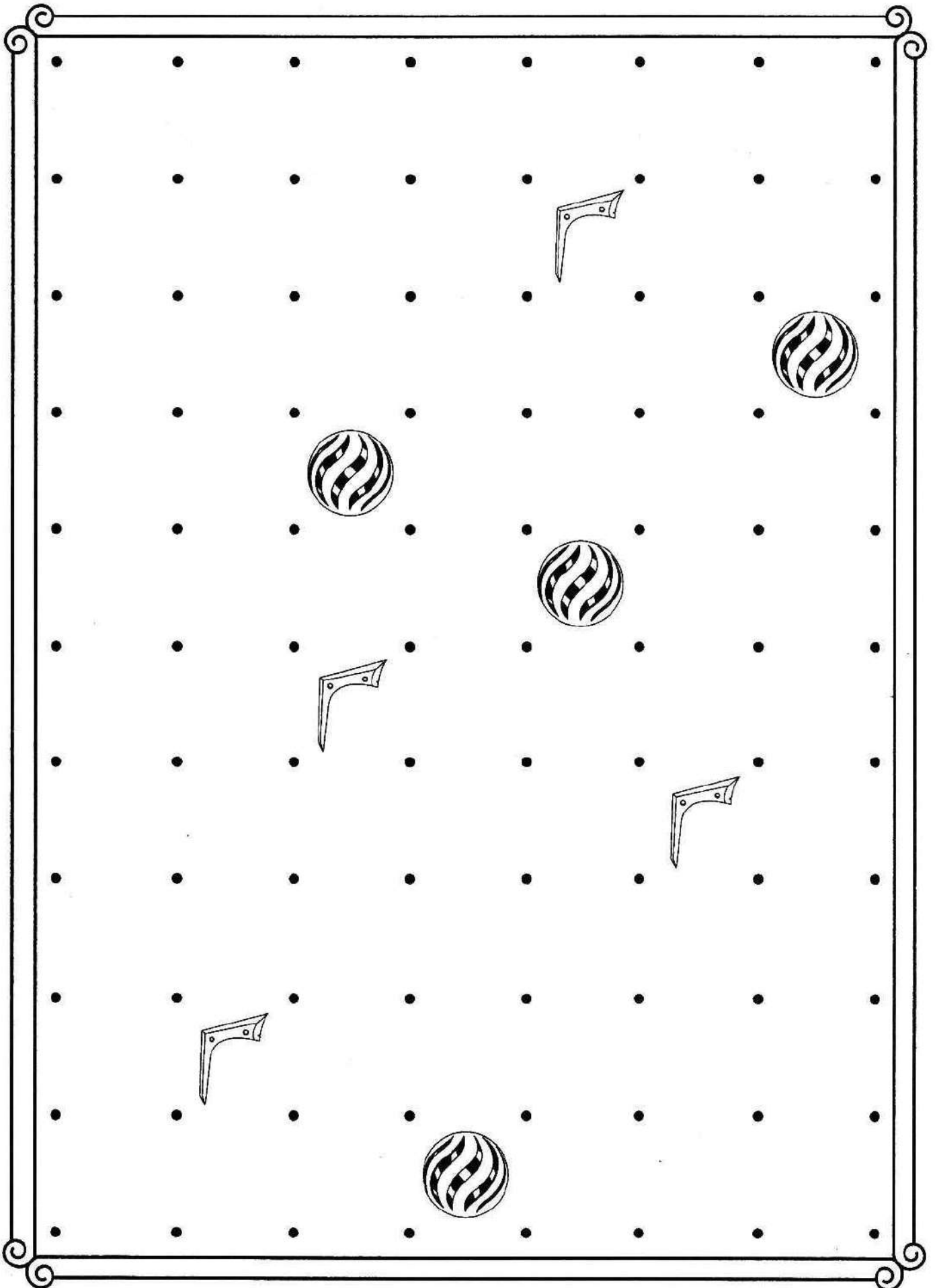
AIR BALL!

(A game for two players)

Test your skills on the airball field by taking turns with a friend connecting two dots with a straight line. When the line you draw finishes a box, put your initials in it and give yourself 2 points. If there is an airball or a boomerang in your box, give yourself 2 extra points. The player with more points after all the boxes have been completed is the winner.



PLAY AGAIN!



A LONELY LESSON

Use the key below to find what Aang learns
at the Southern Air Temple.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

"

18 26 14 7 19 22 15 26 8 7

"

26 18 9 25 22 13 23 22 9



ANSWER: "I am the last airbender."

"The other Airbenders may be gone," says Katara, "but you still have a family. Sokka and I are your family now."



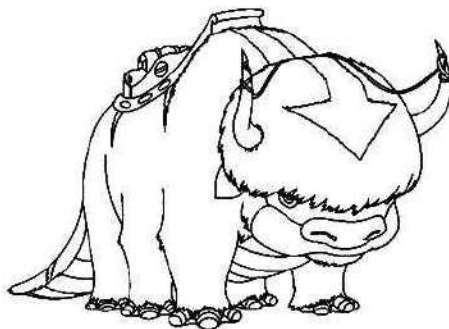
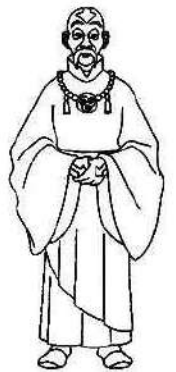
STRENGTH IN NUMBERS

Aang has many skills, but his greatest power comes from his friends. Can you find these friends in the puzzle? Look up, down, forward, backward, and diagonally.

APPA • MOMO • MONK • GYATSO
KATARA • BUMI • SOKKA



O	R	S	B	N	Y	O	P	Q	A
N	S	E	F	K	N	O	D	P	E
P	O	T	K	A	U	L	P	H	E
C	K	T	A	H	Z	A	Y	O	W
X	K	Z	T	Y	M	N	L	W	T
V	A	G	A	J	G	R	S	M	Y
B	D	J	R	V	F	K	G	O	P
O	I	K	A	M	E	R	N	M	D
X	I	M	U	B	J	U	E	O	L
Q	R	V	T	Y	W	B	A	S	M

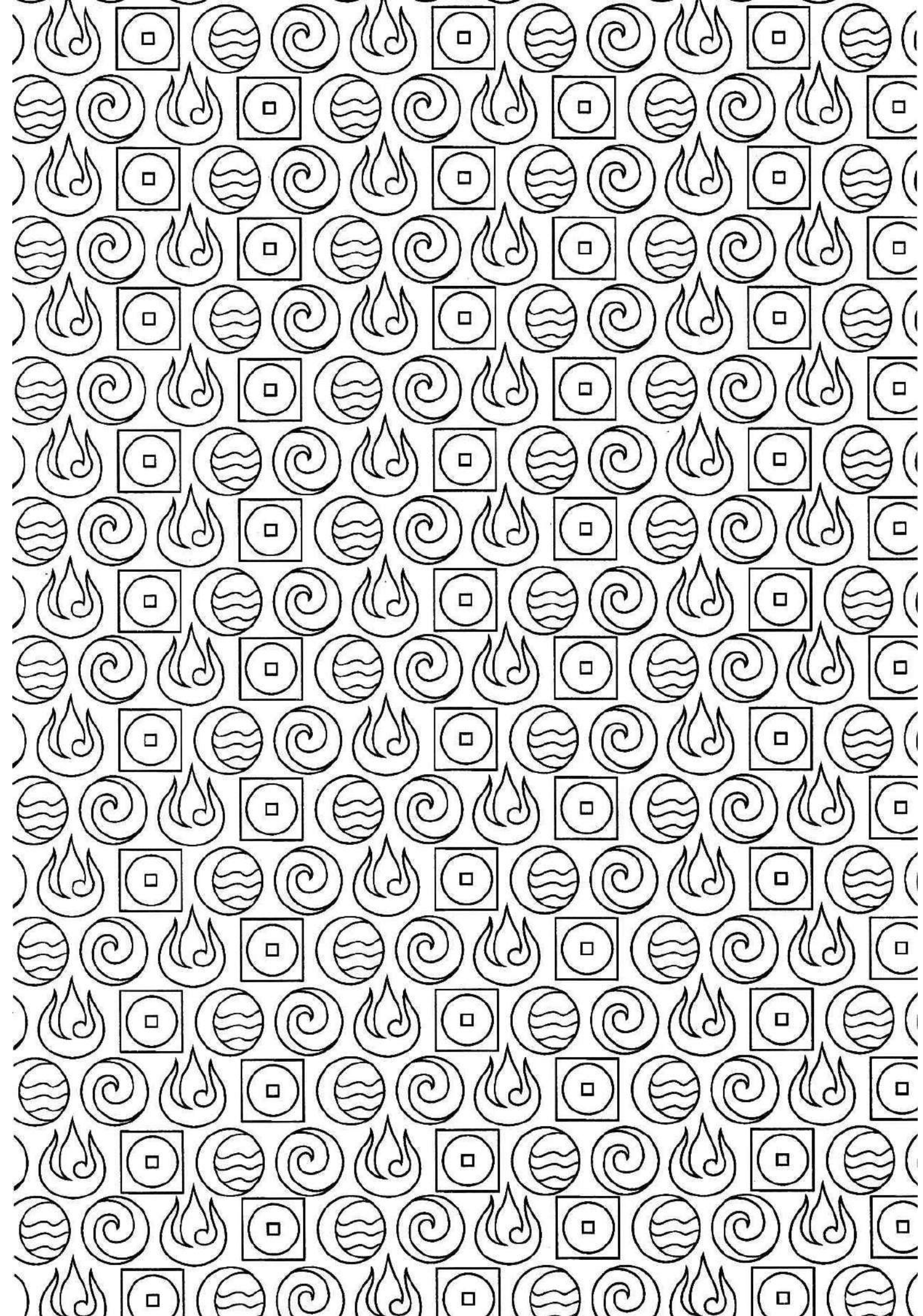


ANSWER:
Q R V T Y W B A S M
X I M U B J U E O L
O I K A M E R N M D
B D J R V F K G O P
V A G A J G R S M Y
C K T A H Z A Y O W
P O T K A U L P H E
N S E F K N O D P E
O R S B N Y O P Q A

TARGET PRACTICE

Aang remembers how he practiced airbending skills with Monk Gyatso. Test your airbending by carefully removing this page from the book. Place it on the ground and take three steps back. With a friend, take turns tossing a coin onto the page. If your coin lands on a picture, you get the points shown. The first player to collect 50 points is the Airbender.





ALWAYS REMEMBER

Aang has a message for Katara. To find out what it is, replace each letter with the one that comes before it in the alphabet. Then write those letters in the blanks.

O P U I J O H J T
J N Q P T T J C M F!

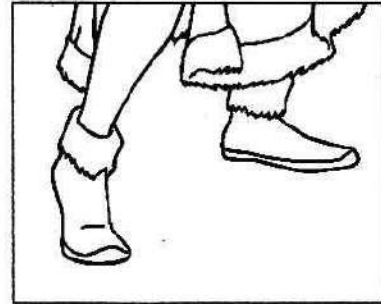


A CLOSER LOOK

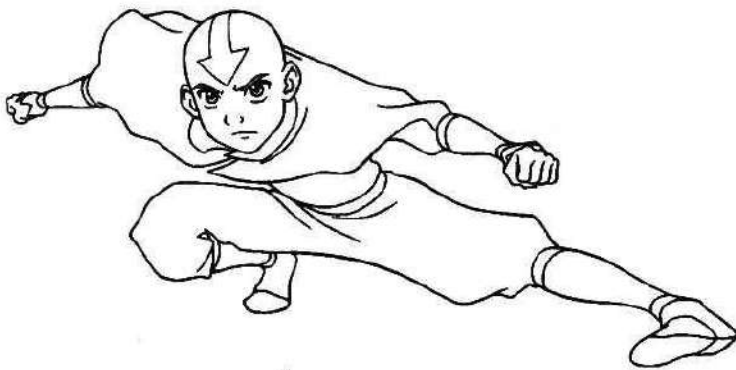
Match the people on the left to the close-ups on the right.



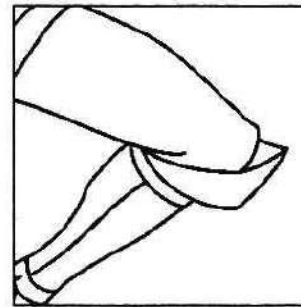
A



2



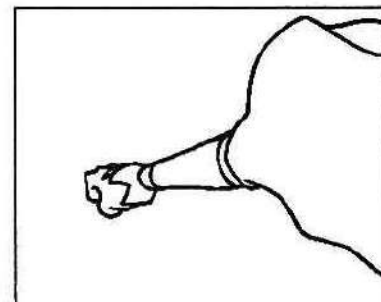
B



3

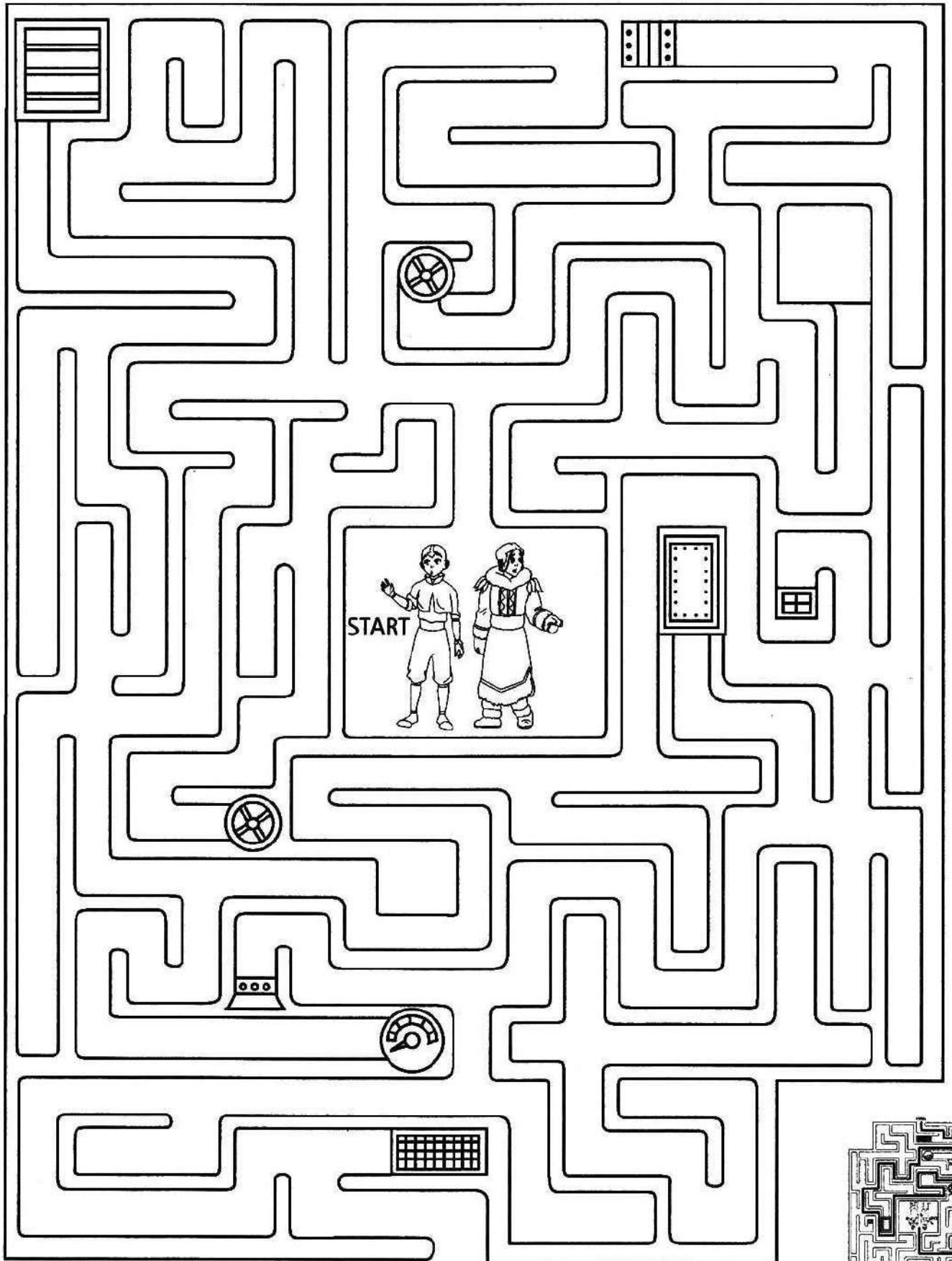


C

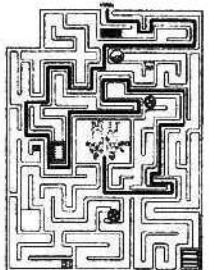


BOAT TRIP TRAP

Help Aang and Katara find their way out of the wrecked Fire Nation ship.



FINISH



ANSWER:

As Katara and Aang explore the old wreck of a Fire Nation ship, they set off an alarm that alerts the Fire Warriors.



PRINCE OF KOKO



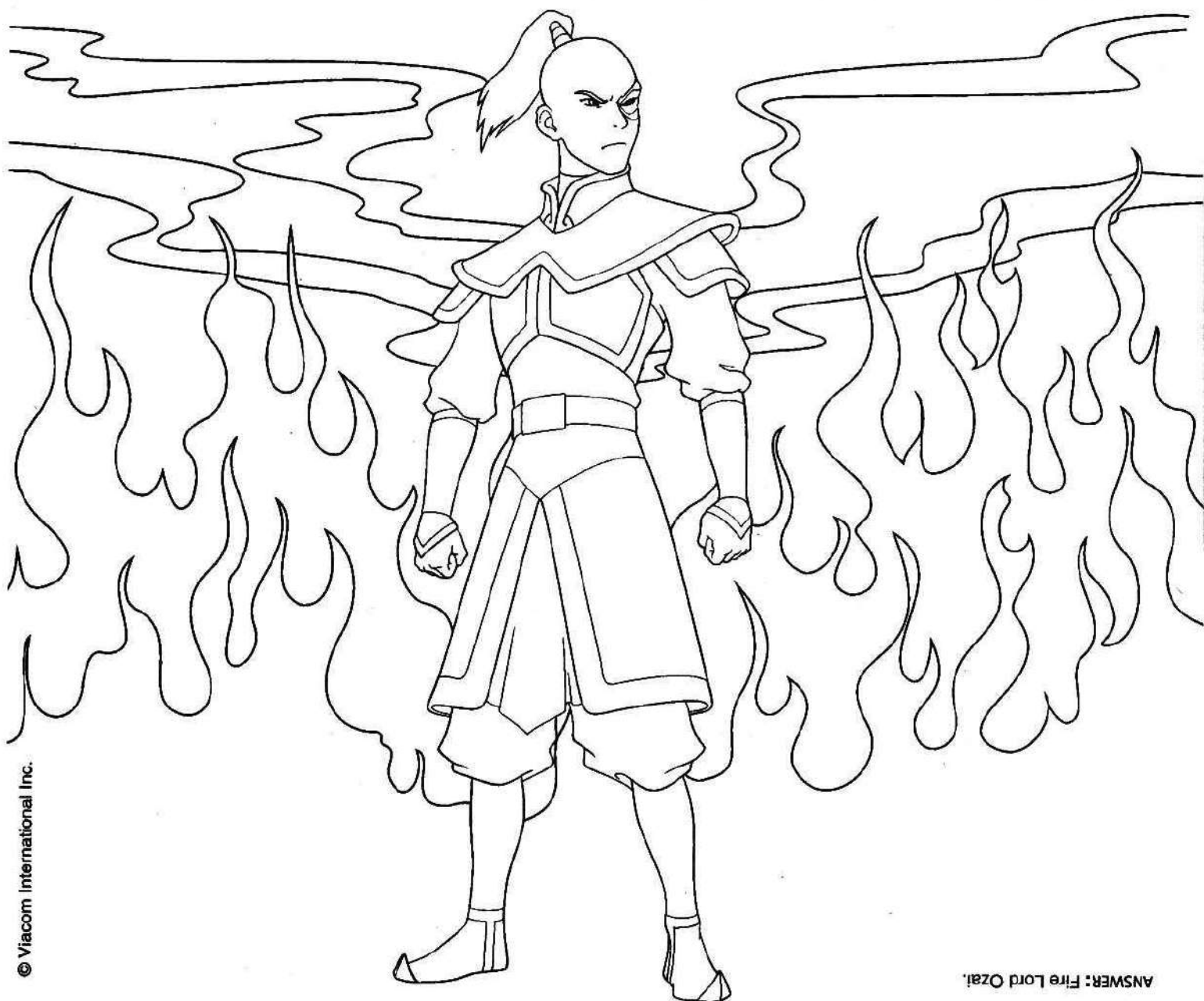
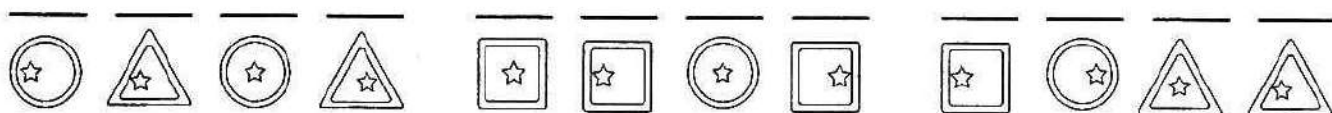
Zuko, prince of the Fire Nation, is searching for the Avatar.



ROYAL LINES

Who is Prince Zuko's father? To find out, match the position of the star in each box of the code key to the clues in the puzzle, then fill in the blanks with the correct letters.

O	L	D	F	R	Z	I	A	E



MAN ON A MISSION

To learn why Zuko wants to find the Avatar, cross out all the Zs. Then, beginning at the arrow, write the remaining letters on the lines in order as they appear from left to right.



→ T Z O W Z I
N H Z I S Z
Z F A Z T H
E Z R Z S R
E S Z P E Z
Z C Z Z T Z

_____!

NO TIME FOR TEATIME!

Prince Zuko's uncle thinks his nephew should relax with a calming cup of tea, but the prince doesn't want it. To find out what he says he needs, write the letter beneath the arrow and every other letter after that in order in the blanks below.



"

!"

FIREFIGHT

Zuko is ready for a firebending showdown.
To learn the Fire Nation's name for this contest, cross out
the letters in SHOWDOWN from the following puzzle and
write the remaining words below.

SAHCONWIDKOAWIN

— — — — —



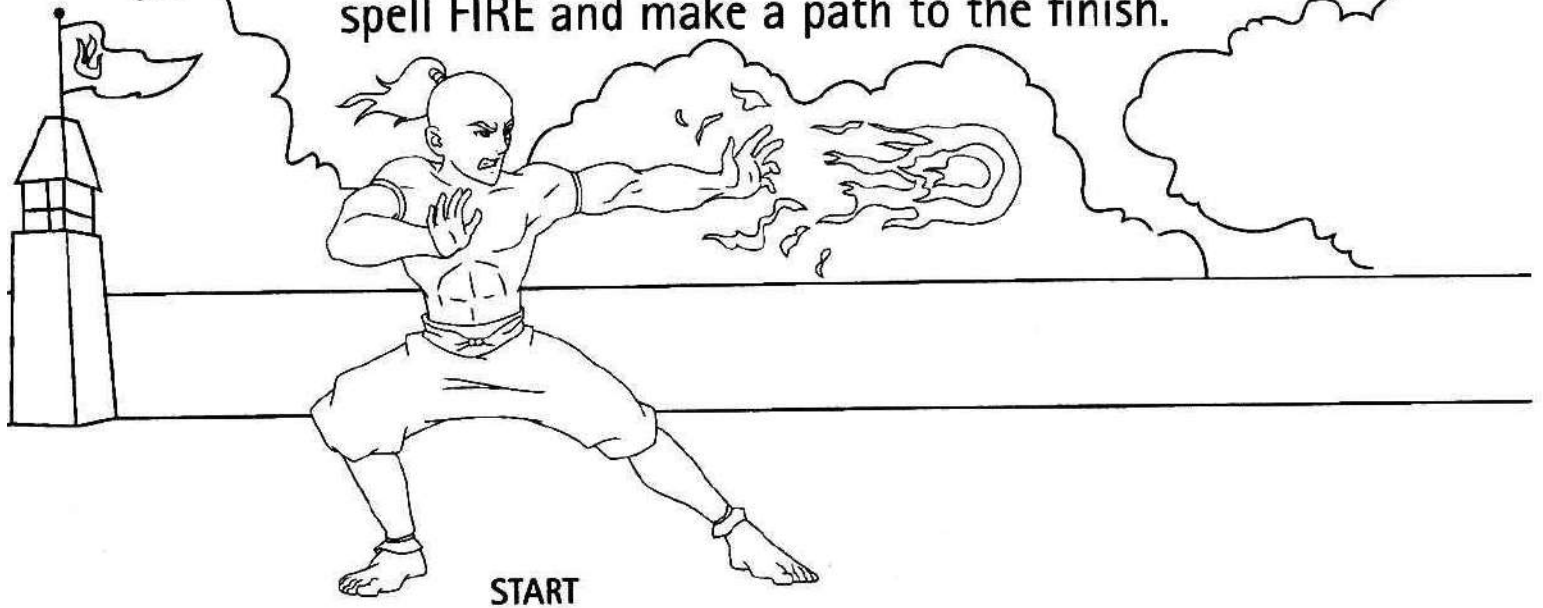
Admiral Zhao is Zuko's rival.
He doesn't think Zuko will ever catch the Avatar.



HEAD TO HEAD

(A word race for two players)

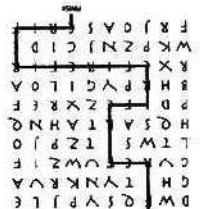
Zhao and Zuko have challenged each other to a firebending showdown. Using the maze on this page and the one on the next page, race against a friend. Start at the same time and see who's the first to connect all the letters that spell FIRE and make a path to the finish.



START

D	W	F	Q	S	Y	P	J	L	E
G	H	I	T	Y	N	K	R	U	A
C	V	R	E	F	U	W	Z	I	F
L	T	W	S	I	T	Z	P	J	O
H	Q	S	A	R	T	A	H	N	Q
P	D	I	F	E	Z	X	R	E	F
B	H	R	P	Y	G	I	L	O	A
R	X	E	F	I	R	E	F	I	R
W	K	P	Z	N	J	C	I	D	E
F	R	J	O	A	S	E	R	I	F

FINISH



ANSWER:



START

D	W	F	Q	S	Y	P	J	L	E
G	H	I	T	Y	N	K	R	U	A
C	V	R	E	F	U	W	Z	I	F
L	T	W	S	I	T	Z	P	J	O
H	Q	S	A	R	T	A	H	N	Q
P	D	I	F	E	Z	X	R	E	F
B	H	R	P	Y	G	I	L	O	A
R	X	E	F	I	R	E	F	I	R
W	K	P	Z	N	J	C	I	D	E
F	R	J	O	A	S	E	R	I	F

FINISH

ANSWER:

F	R	J	O	A	S	E	R	I	F
C	H	I	T	Y	N	K	R	U	A
L	T	W	S	I	T	Z	P	J	O
H	Q	S	A	R	T	A	H	N	Q
P	D	I	F	E	Z	X	R	E	F
B	H	R	P	Y	G	I	L	O	A
R	X	E	F	I	R	E	F	I	R
W	K	P	Z	N	J	C	I	D	E
D	W	F	Q	S	Y	P	J	L	E

Prince Zuko fights fire with fire!



WHO IS THE BETTER BENDER?

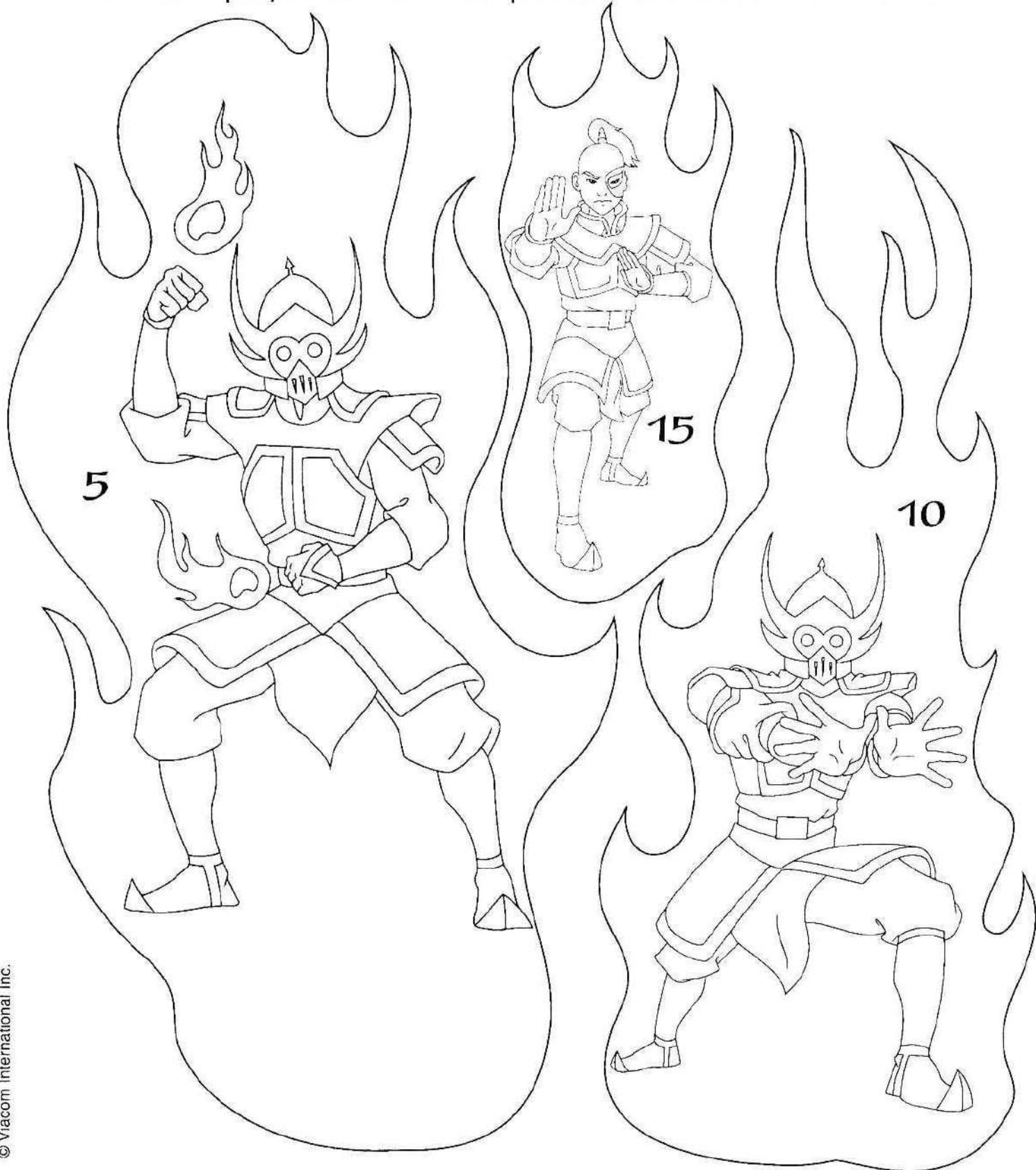
Carefully remove this page from the book.

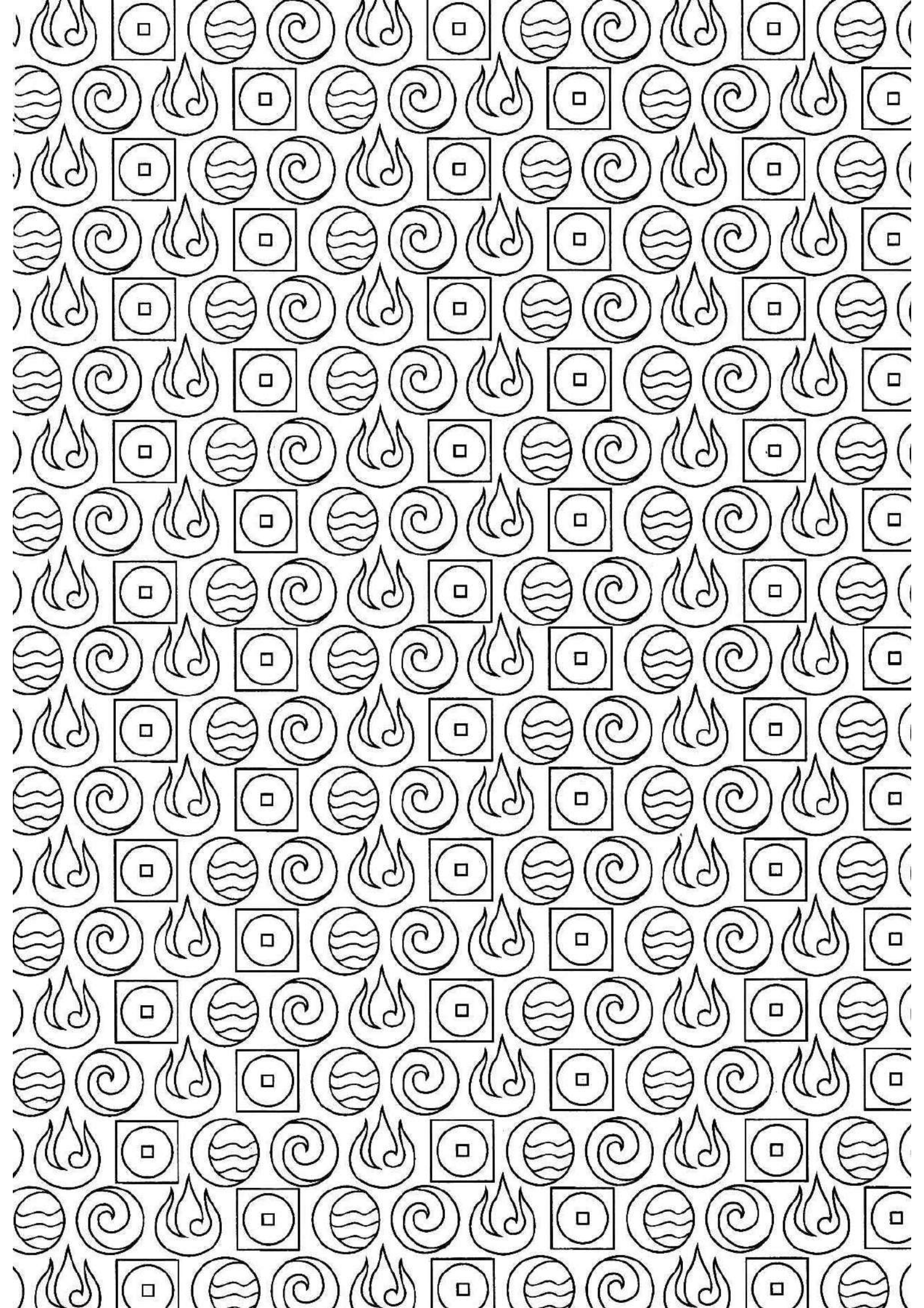
Place it on the ground and take three steps back.

With a friend, take turns tossing a coin onto the pictures.

If your coin lands on a character, you get the points shown.

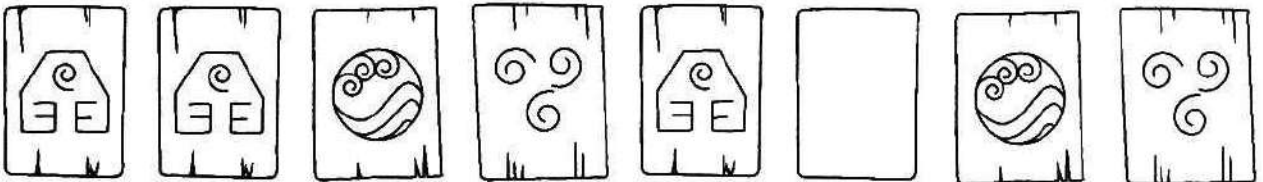
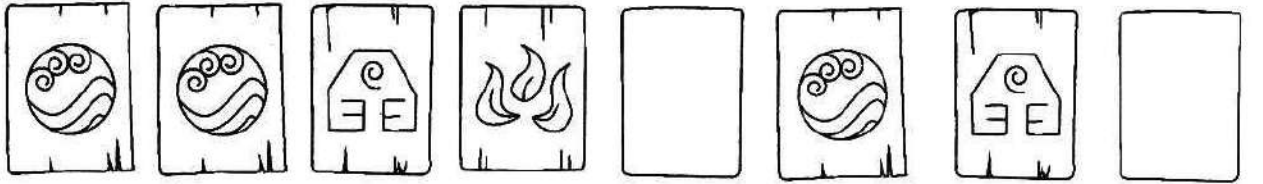
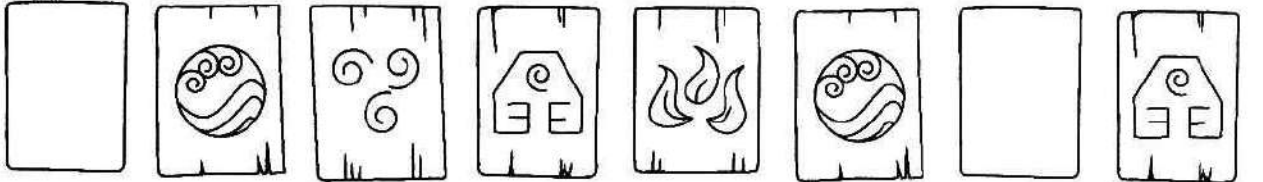
The first player to collect 50 points is the master Firebender.





GAME TIME

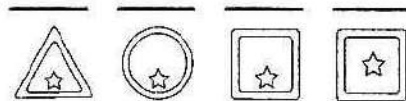
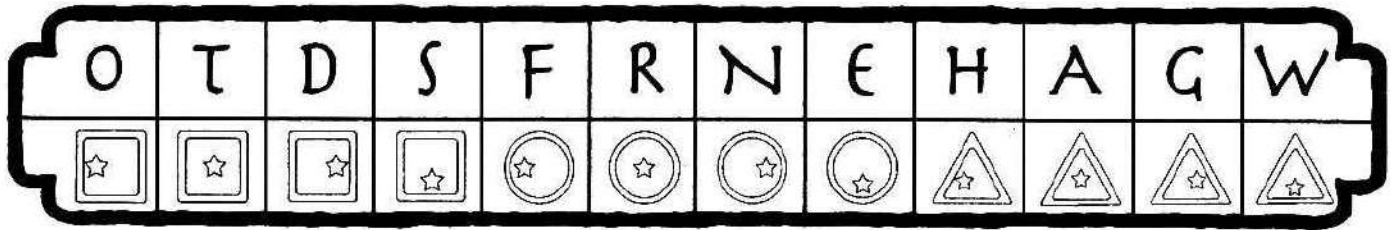
Uncle Iroh is a strong Fire Warrior, but he prefers to play a different game. Complete each series by drawing the correct symbols in the blanks.

1. 
2. 
3. 



AN OLD NAME

Uncle Iroh was once a great warrior. To find out what people used to call him, match the position of the star in each box of the code key to the clues in the puzzle, then fill in the blanks with the correct letters.

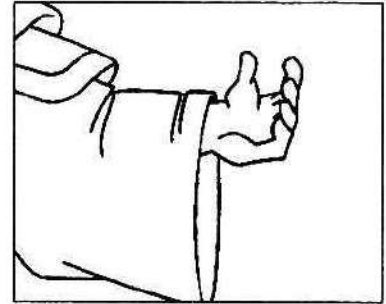


TOO CLOSE FOR COMFORT

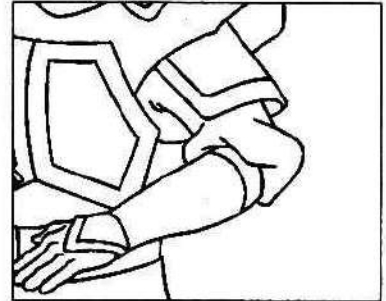
Prince Zuko and his troops are closing in. Can you match the characters on the left to the close-ups on the right?



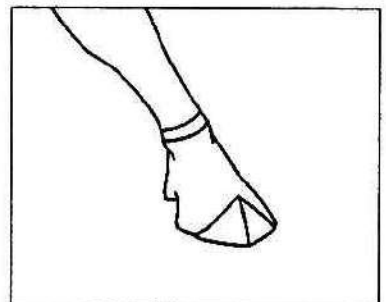
A



B



C



FIRE ON ICE

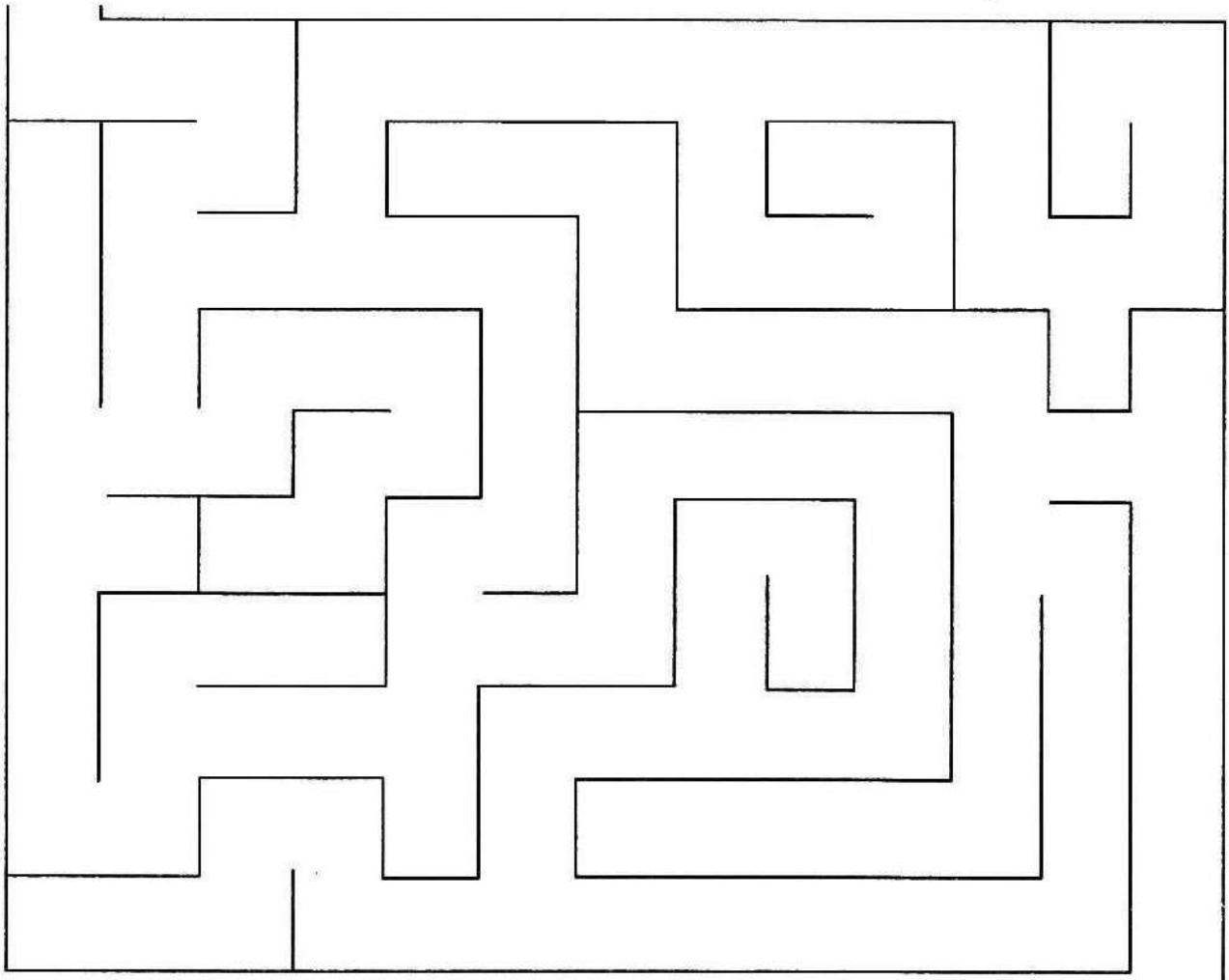
(A maze race for two players)

Aang and Zuko are both trying to reach Katara's village first.

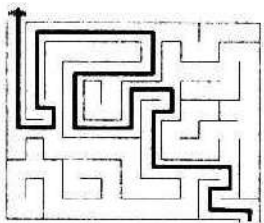
Using the mazes on this page and the next, you can join in the race with a friend. See who can finish the maze and reach the water village first.



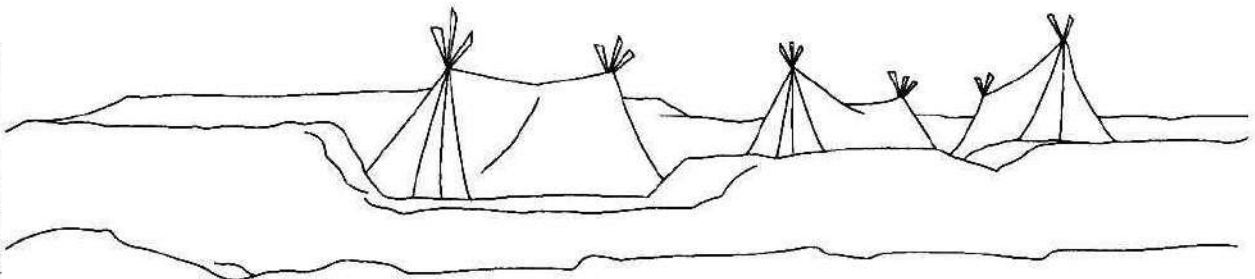
START



FINISH

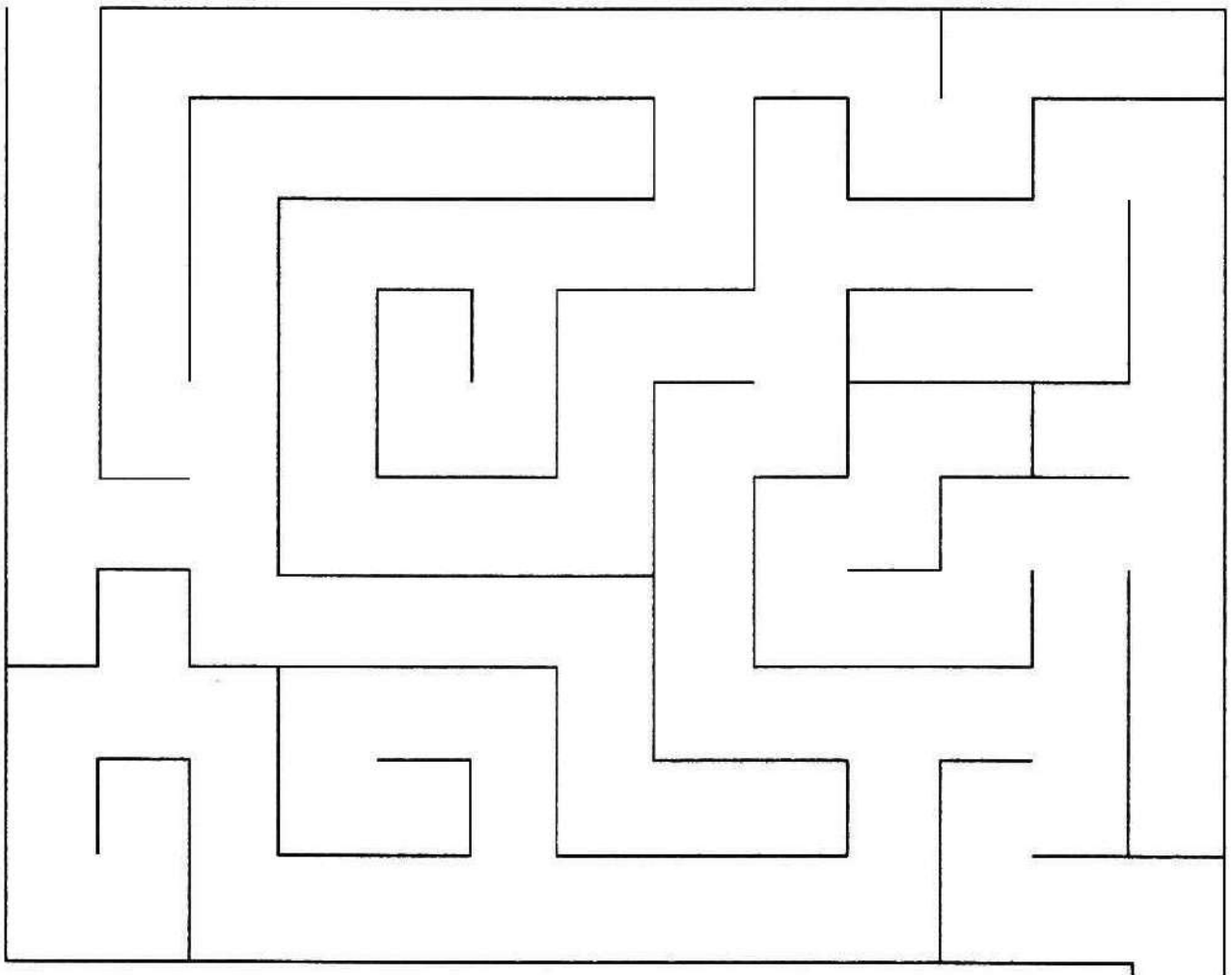


ANSWER:

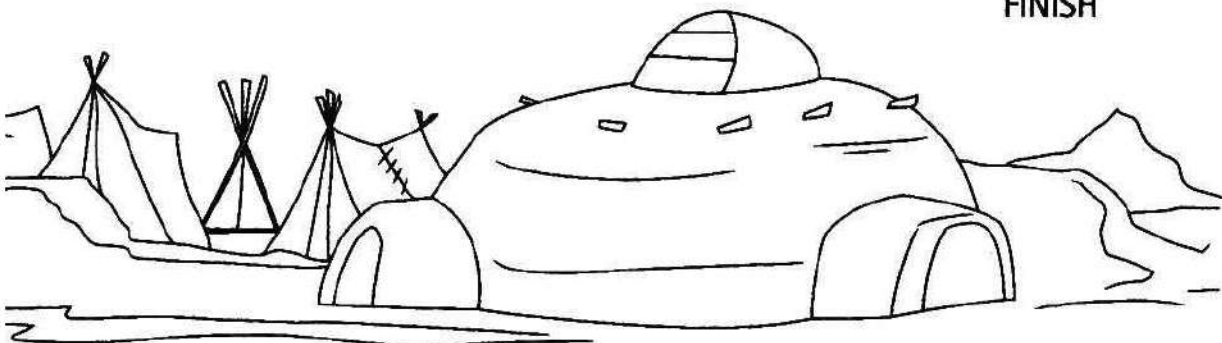
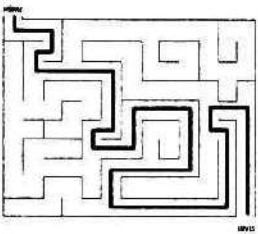




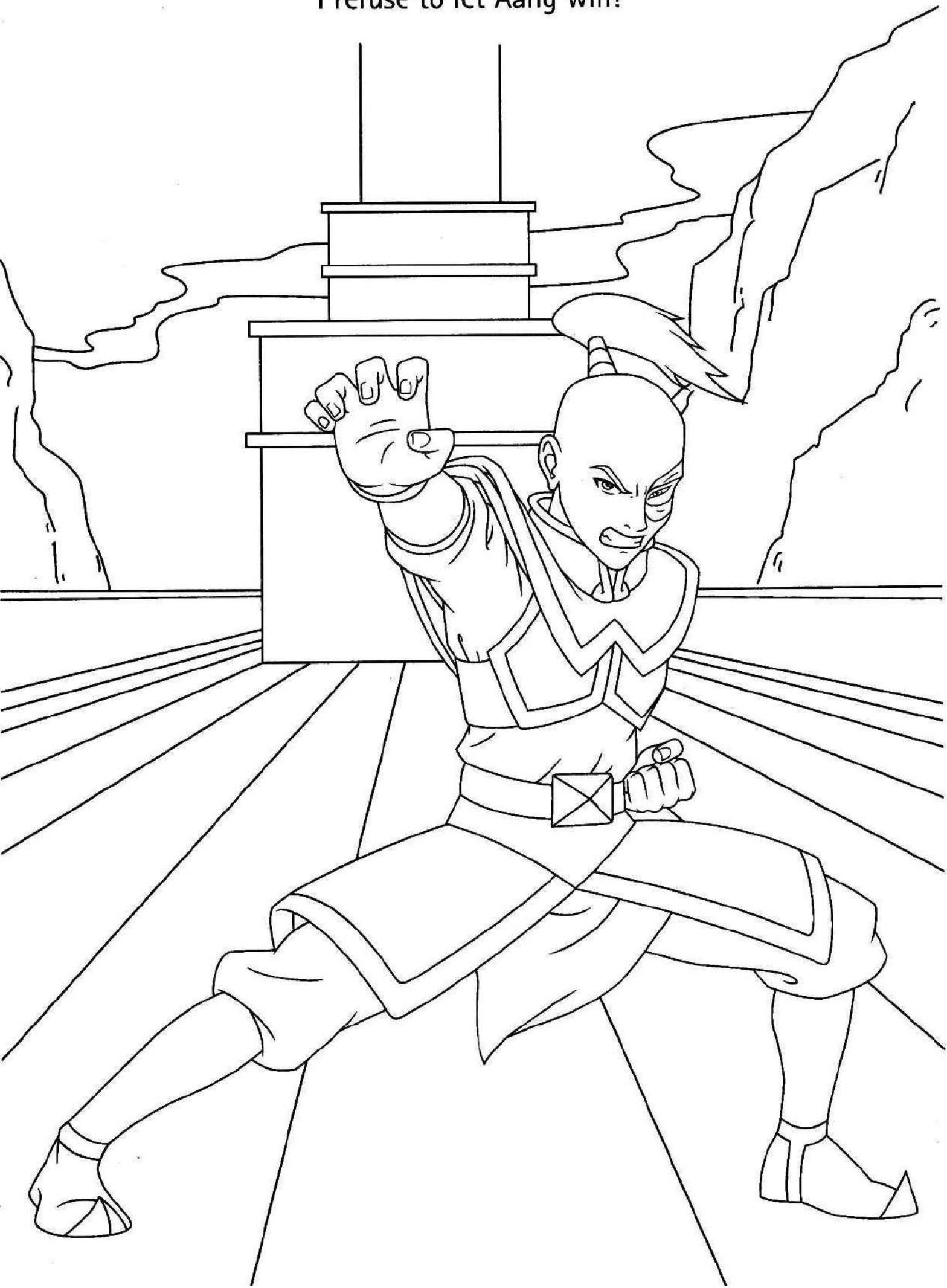
START



FINISH



"I refuse to let Aang win!"

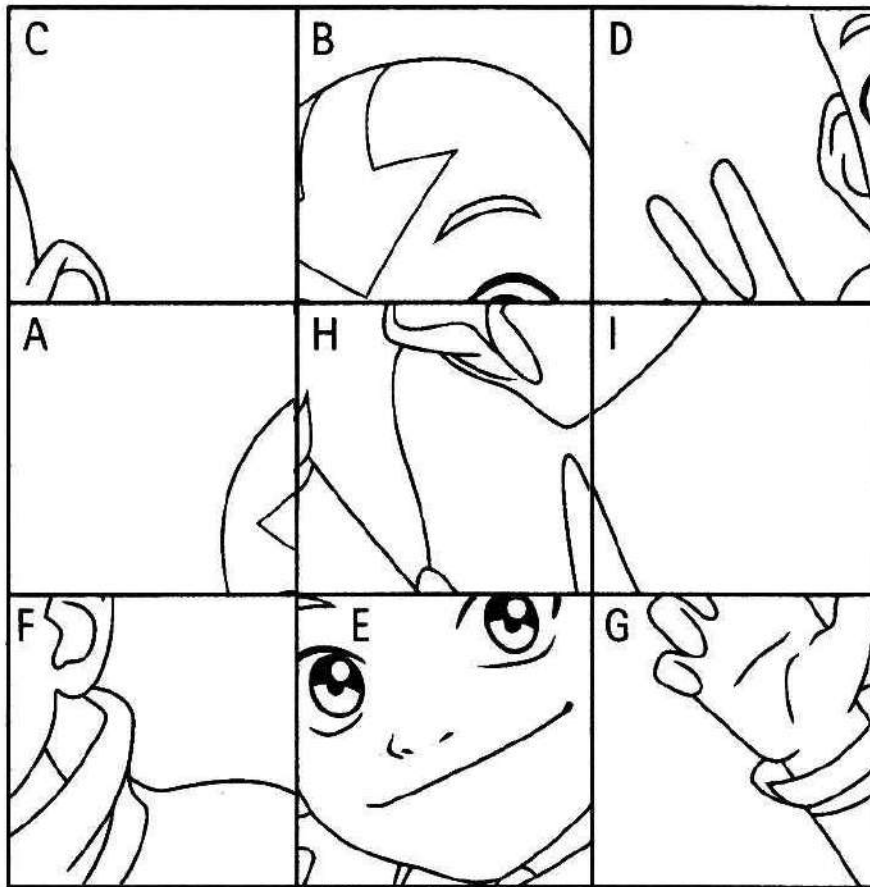


"Looking for me?" asks Aang.



FACE TO FACE

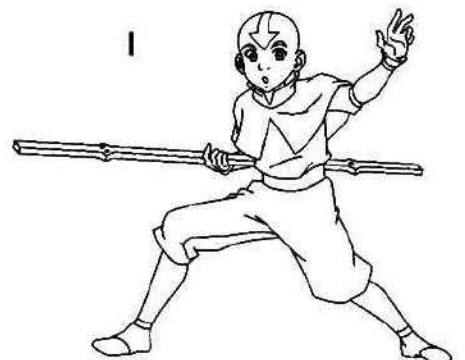
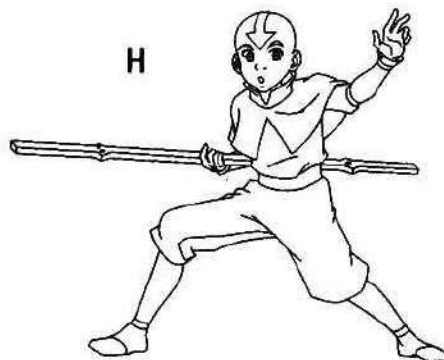
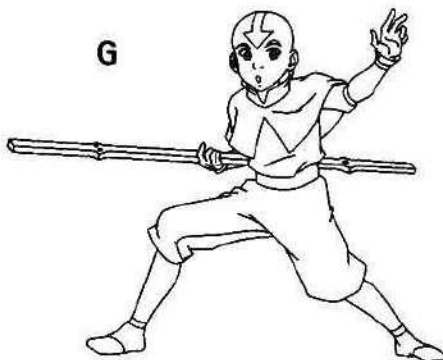
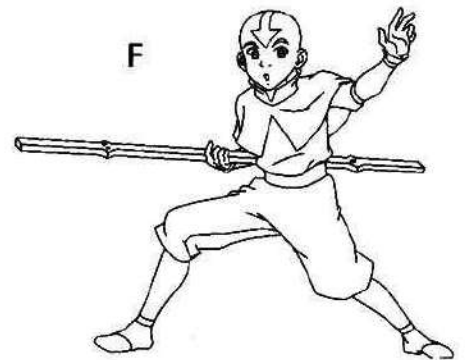
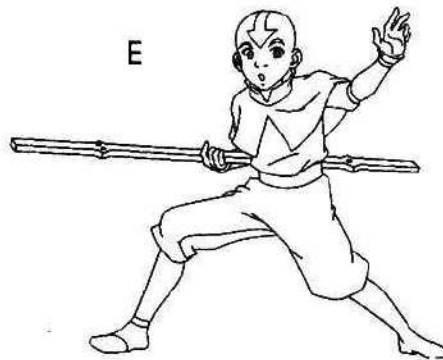
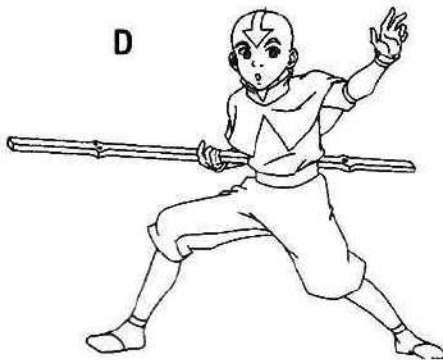
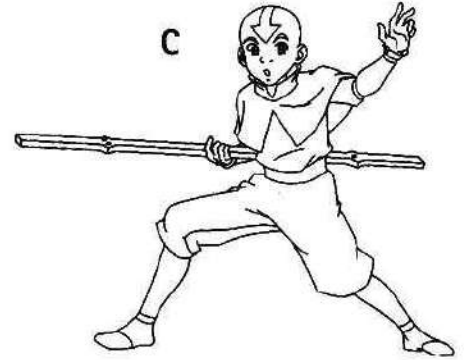
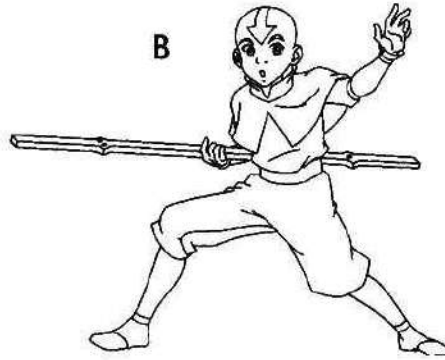
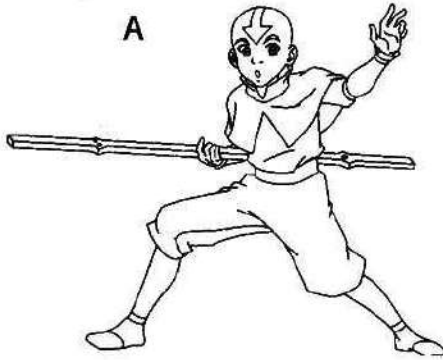
Draw the pictures below in ABC order in the empty squares to see who is ready for battle.



A	B	C
D	E	F
G	H	I

A DIFFERENT LOOK

Zuko is amazed that the Avatar is so young.
Find the Aang who is different.



BEFORE AANG

Aang always carries his staff with him. To find out what group also carried this kind of staff, replace each letter with the one that comes before it in the alphabet. Then write those letters in the blanks.

U I F B J S O P N B E T

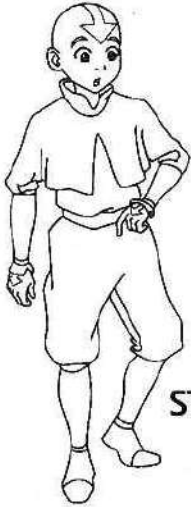


Aang's staff can become a glider, making him
a real master of the air.

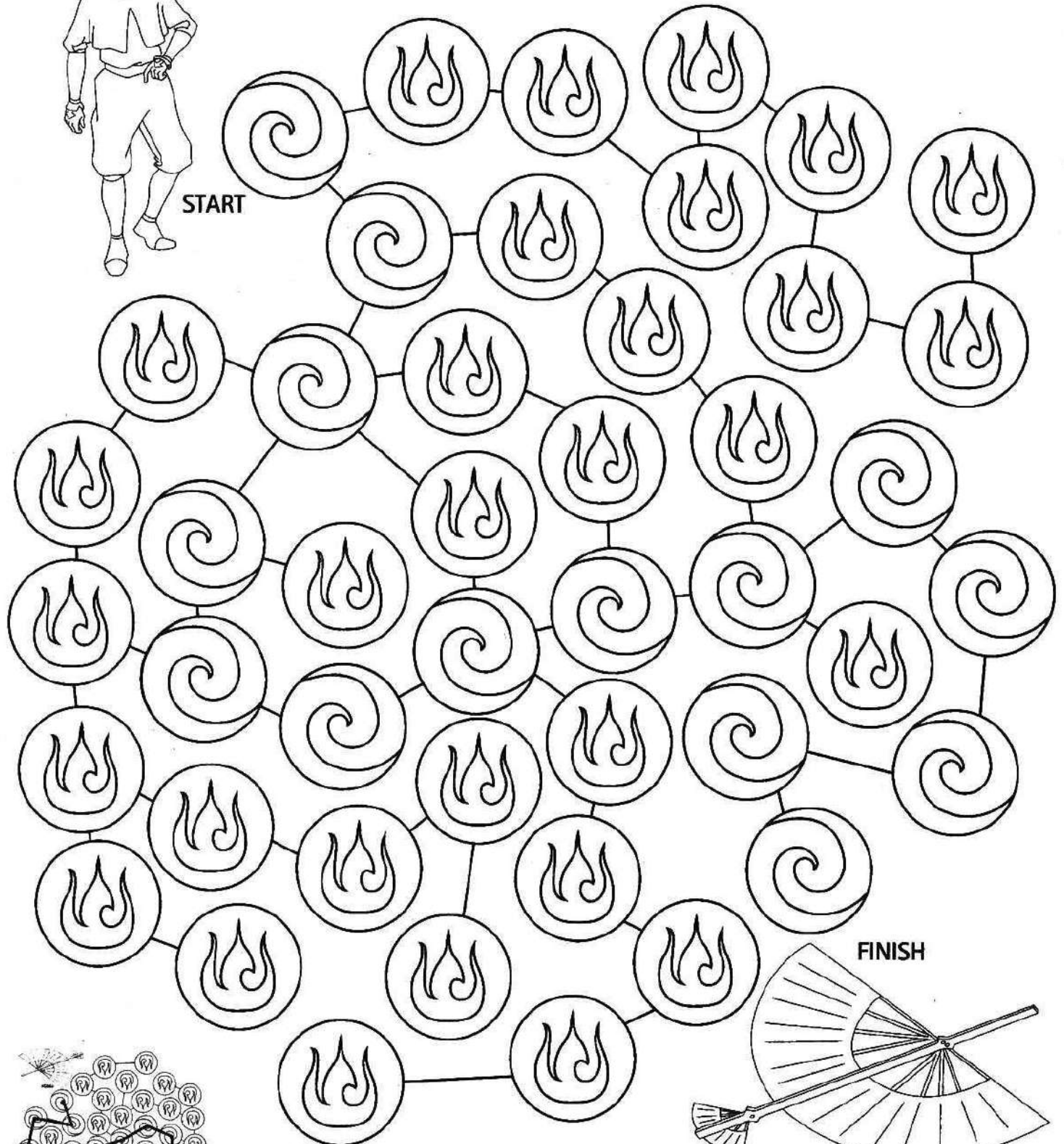


THE AANG GLIDER

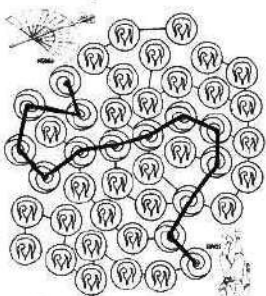
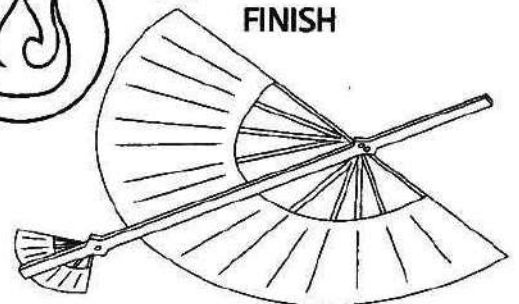
Help Aang escape the fire warriors and get his glider back by following the air symbols.



START



FINISH



ANSWER:

FIGHTING WORDS

To find out what Zuko says to Zhao about Aang, write the letter beneath the arrow and every other letter after that in order in the blanks below.



"

!"

AIR BREAKS

Aang is always ready to take a break from fighting the Fire Nation to have some fun. Start at each letter and follow the lines to the boxes. Write the letters in the boxes to find out what Aang wants to do next.

H E O G R I L D I K O N W S E Y M D

									!



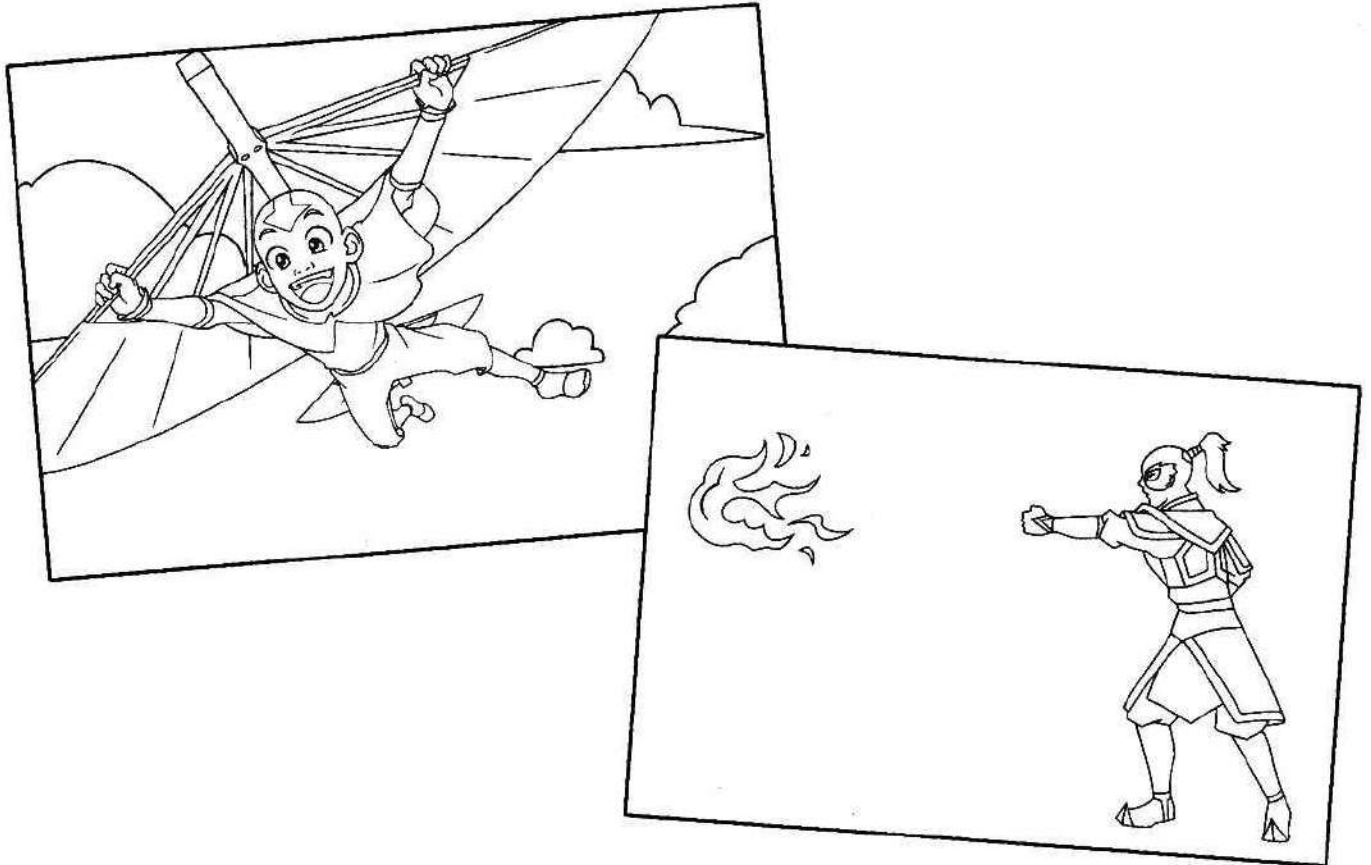
"I'm ready for the next challenge!"



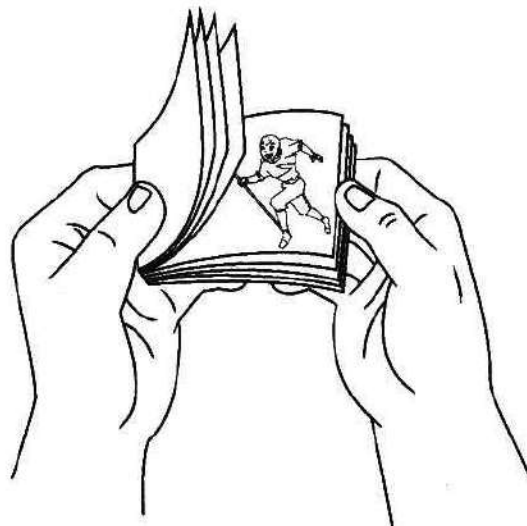
AMAZING MOTION

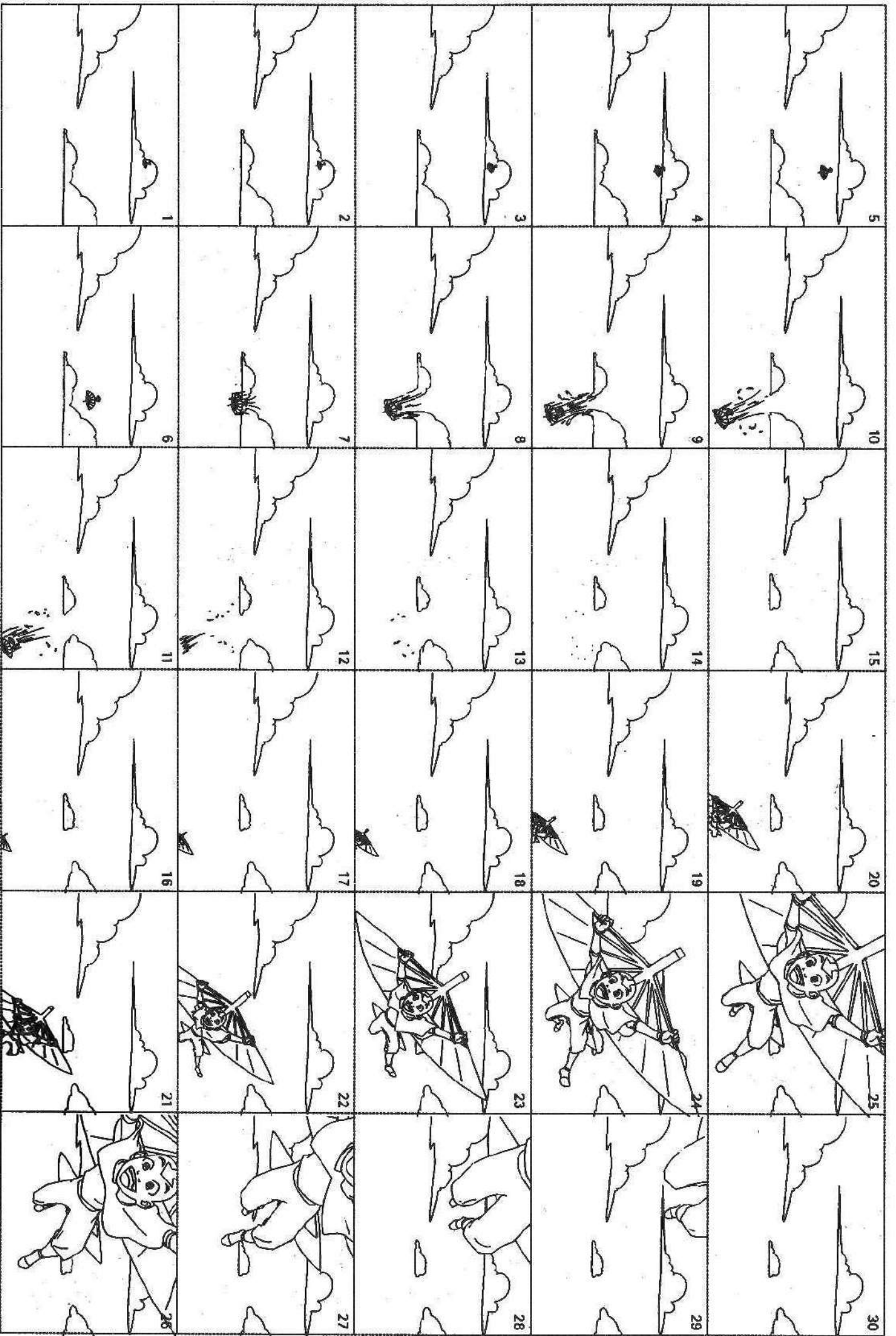
(A flip book you can make)

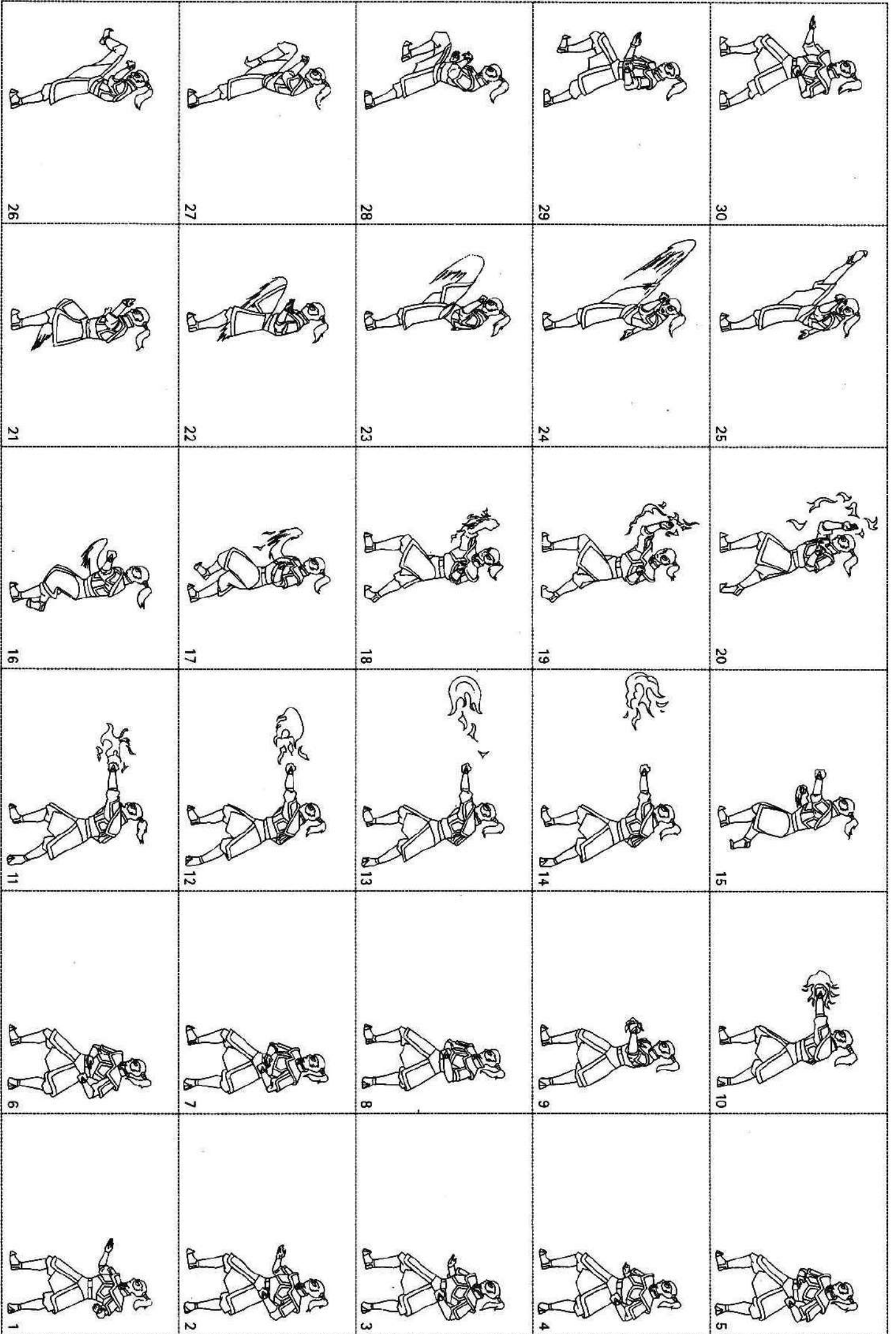
Have a grown-up help you carefully remove the next page and cut out the picture squares. Stack them in order and staple them together at the top.



Flip the pages with your thumb and watch Aang take flight. Then turn your book over and see Zuko prepare his fire attack.

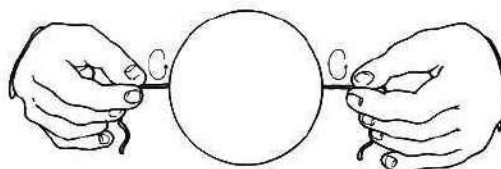
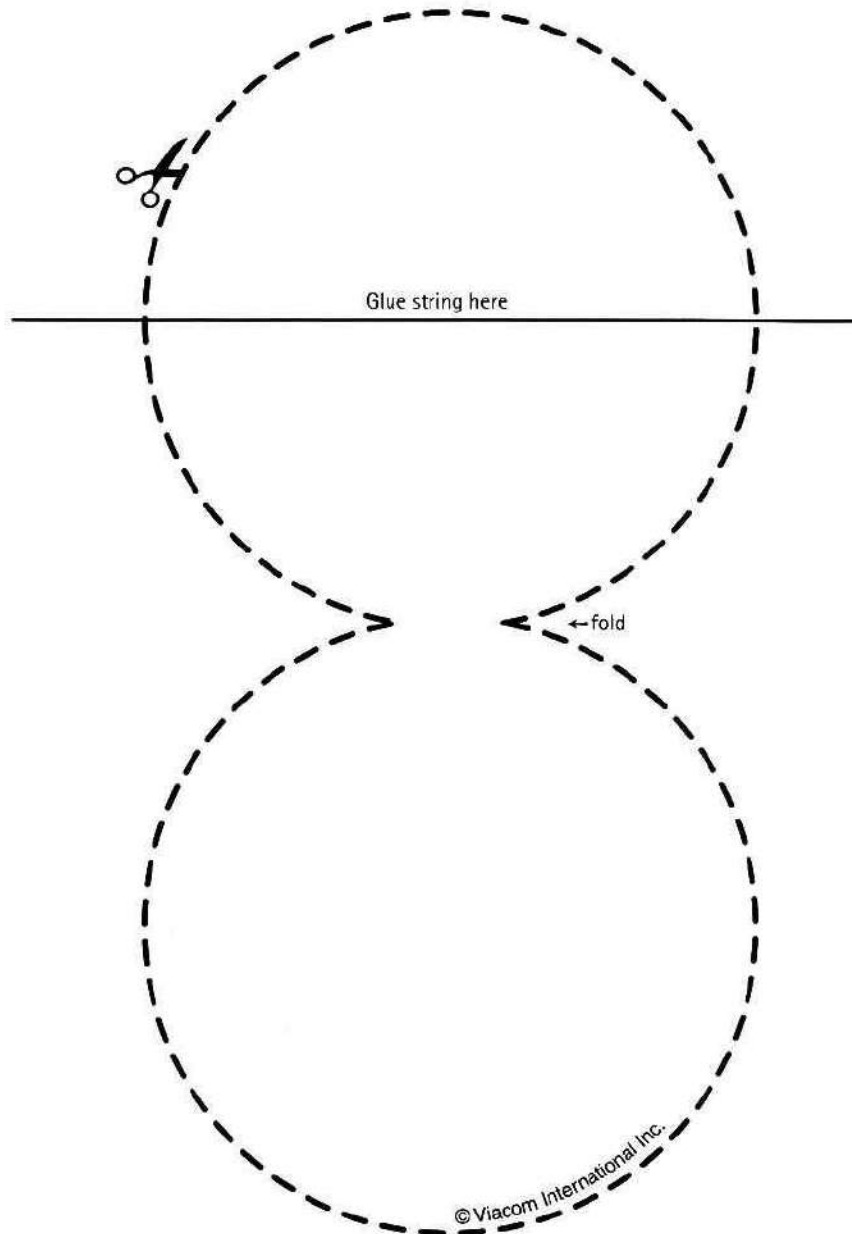






TO HELP AANG SUMMON HIS AIRBALL, YOU WILL NEED SCISSORS, GLUE, AND SIX INCHES OF STRING.

- Have a grown-up help you cut out the two circles on the back cover.
- Cover the back of one circle with glue. Lay the string along the line.
- Place the back of the second circle on top of the first one and press them together. The second picture should be upside down in relation to the first picture. Let the glue dry.
- Hold the ends of the string between your thumbs and forefingers. Twist the string so that the disk turns and Aang rides his airball. This may take practice, but a true bender will not lose focus.



Out of Thin Air

(MASTER THIS OPTICAL ILLUSION BY FOLLOWING THE INSTRUCTIONS ON THE INSIDE BACK COVER.)



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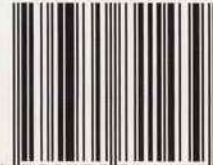
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